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WARLOCK



THE FIGHTING FANTASY MAGAZINE

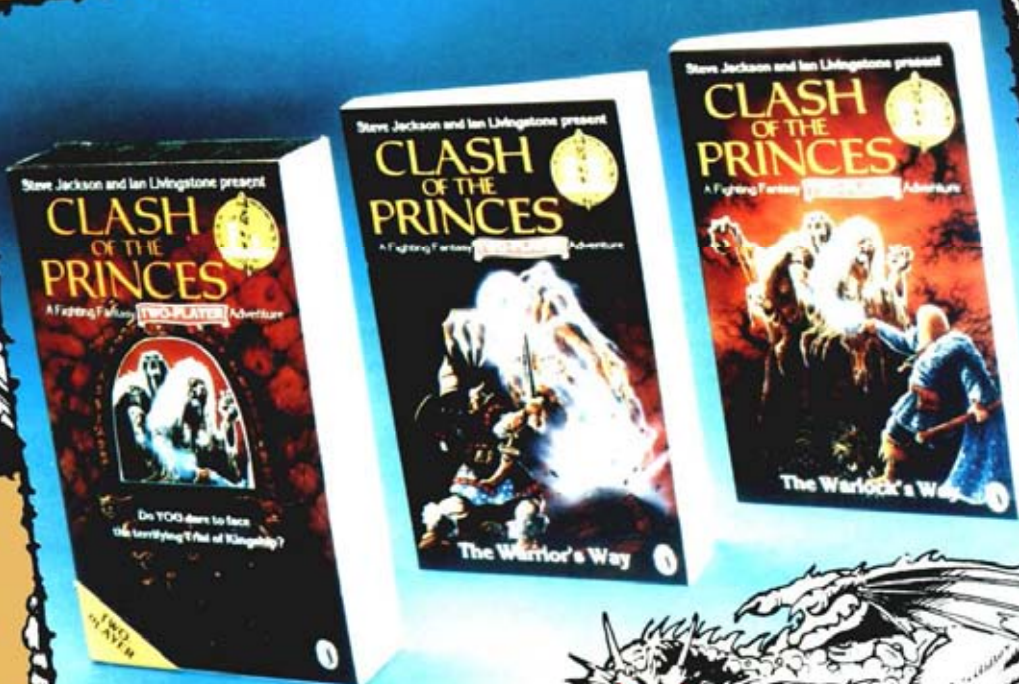
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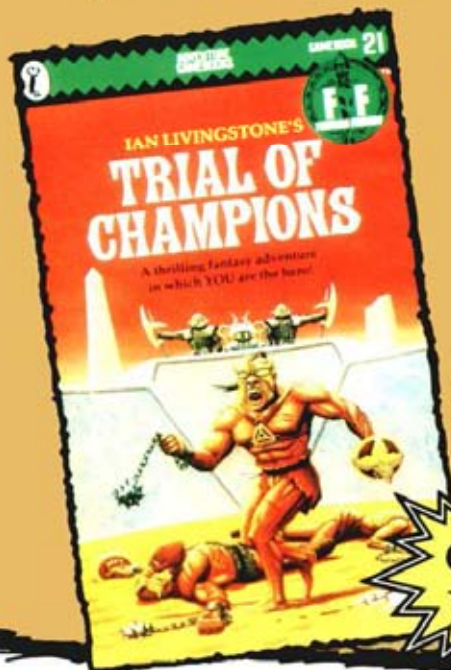
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Dear Adventurers

Welcome to an extra-special issue of *Warlock*, extra-special, of course, because it's the first with my good self as your new Editor. That's not the only change you'll notice in this issue either. Take a peek at the centre pages and you'll find a totally awesome free pull-out, in *COLOUR!* This revelation will bring a whole new dimension to your favourite magazine. (In fact, you are advised to wear your sunglasses while reading this issue, lest you are dazzled by the sight of it.) The pull-out itself features the gameboard and pieces for our special Judge Dredd battlegame, *Shuggy Hall Brawl*, which we know you are going to have a lot of fun playing with your friends.

Also part of the colour pull-out is the first appearance of our new column *Metal Mayhem*, which will be bringing you the best in miniatures every issue from now on. It seems many of our readers want to know more about the many varied aspects of gamebooks and gaming, so from now on that's exactly what we shall be bringing you. Indeed, next issue will see the first in a series introducing fantasy role-playing games and board-games for beginners, along with lots more colour. And the issue after that – the dreaded Issue 13 – will be a horror special, with a ghastly game and many fearful features; it'll be so scary you'll have to get your mum to read it to you!

But enough of the future – what of the rest of this issue? To tie in with the free game we have a special *Judge Dredd* section – you can even win some collected Judge Dredd comics, courtesy of those nice people at Titan Books. We've gone freebie mad this issue, in fact, because page 15 has been infested with R.A.T.S., the successors to Zoids, which you can win in our brain-mangling quiz. Special feature article this issue is *Into The Unknown*, another invaluable masterpiece from the keyboard-melting fingers of Graeme Davis, which will enable you to continue adventuring in the gaps between gamebook releases. Add all your regular features – even that smelly troll on page 14 – and you've got the best gaming magazine around, no question!

Happy reading *and* playing!

marc gascoigne

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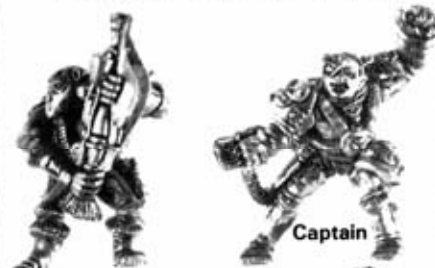


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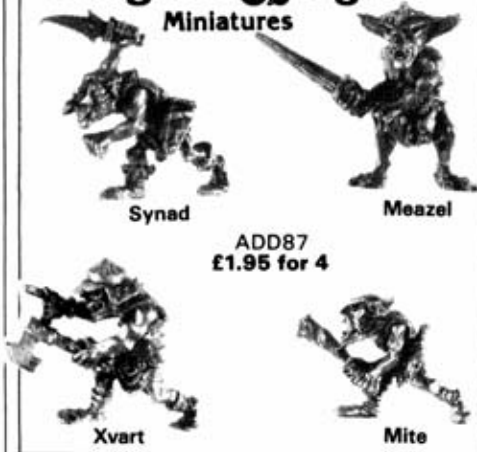


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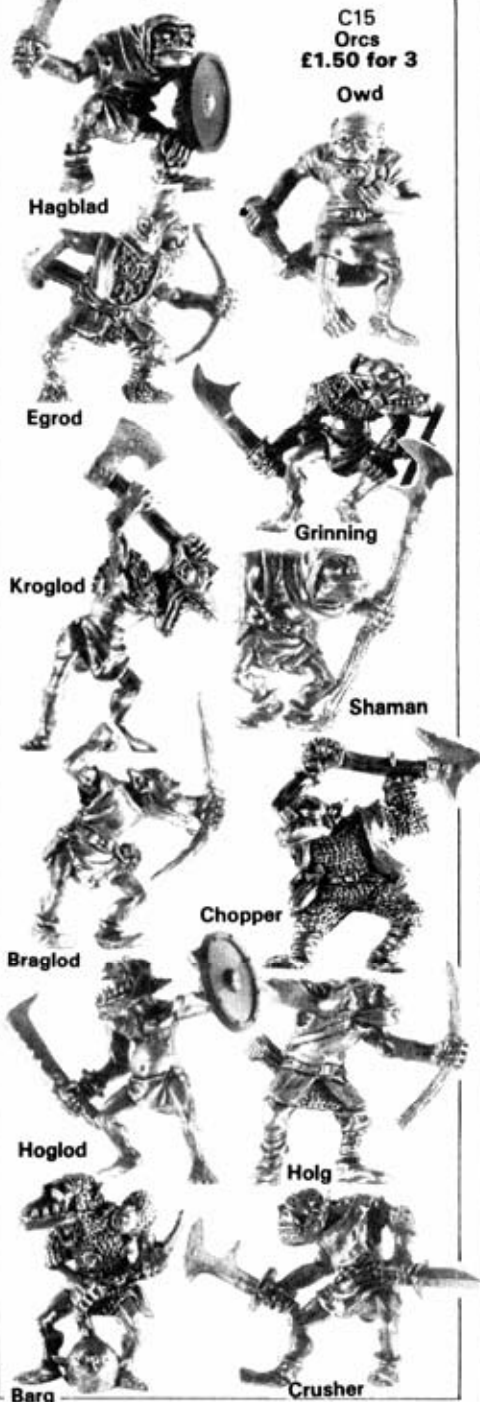
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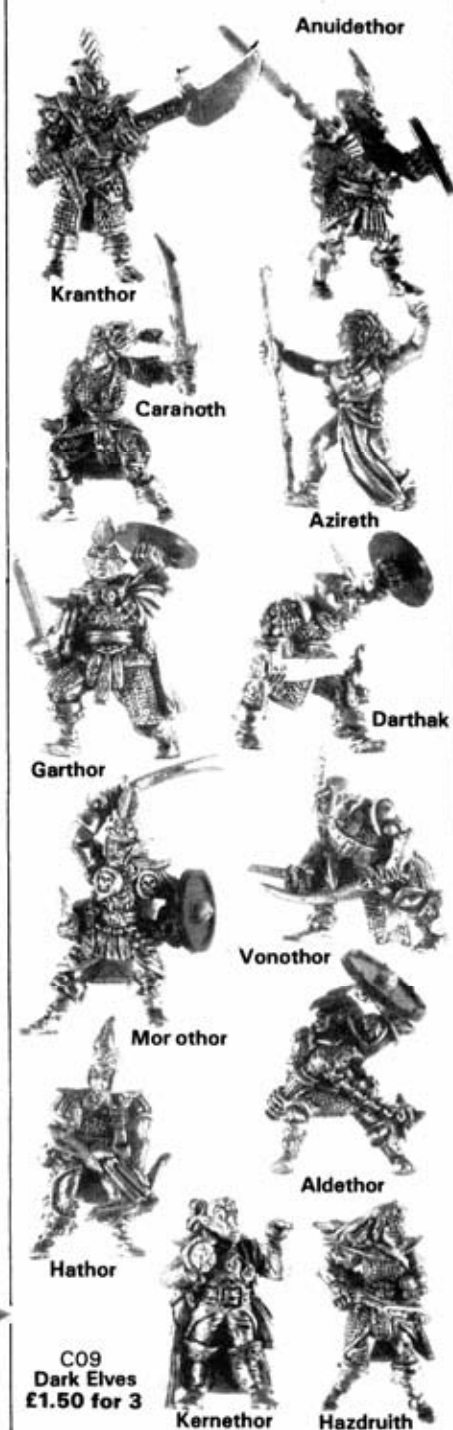
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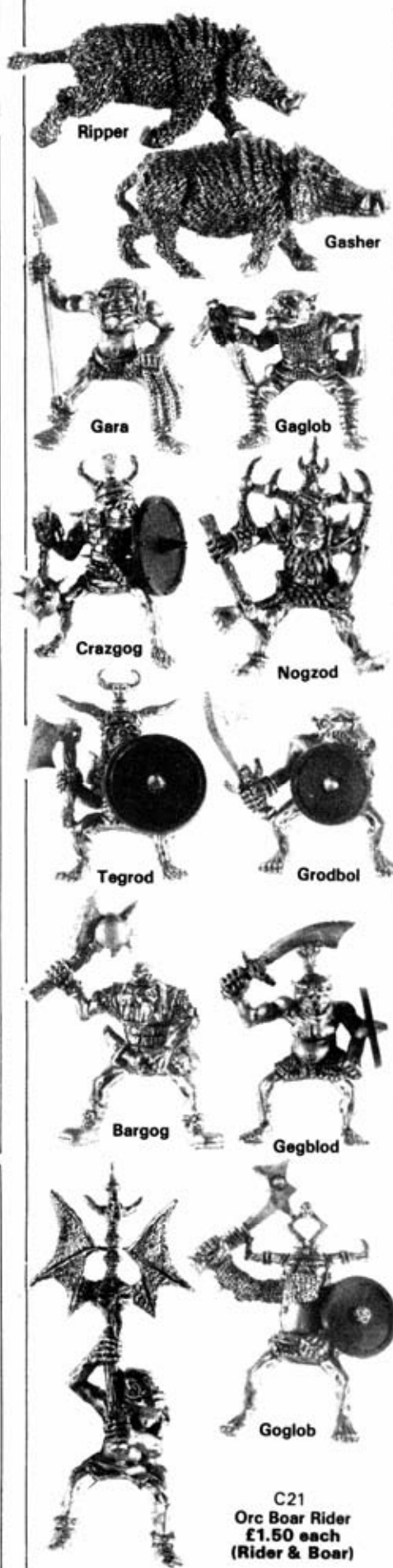


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MEN and MAGORIES

That disgusting ball of slime, Jamie Thomson, looks at new developments in the awesome world of gamebooks and gaming.

Hello again, and welcome to another exciting installment of this most *dangerous* of columns. Incredibly, I have managed to survive another month of dastardly attempts on my life – every day I continue to live is a day of pain and rage for that evil dictator, the Warlock. You may just have noticed that the Warlock was able to silence me in the last issue but due to pressure from the Brotherhood he was forced to let me return. (*Come off it, Thomson, you were too lazy to write your column, that's all! – The Warlock.*) *The things I go through to bring you the news! (And the things you are about to go through, you lice-ridden son of a fungal growth! – The Warlock.)*

Throbbing Mayhem!

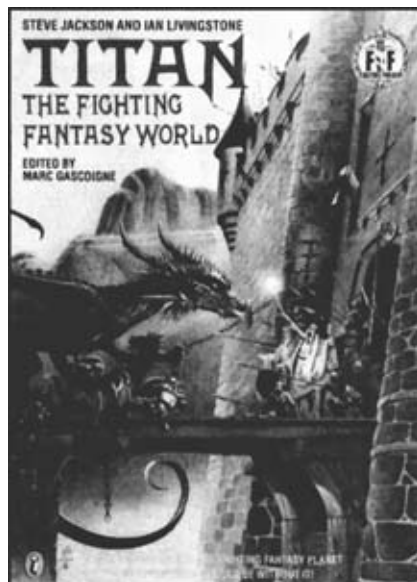
Anyway, onto news from Puffin Books. Fighting Fantasy marches on, as triumphant as ever – even now one of its greatest masterpieces, *The Sword of the Samurai*, ties glimmering in the shops ready to be taken up by those lovers of taste and talent in gamebooks. Not surprisingly, the anthers of this book are that supremely wonderful human being Jamie Thomson and his partner Mark Smith, and I urge you . . . (*Bleeaugh! – The Warlock.*) Yes, you're right of course, my lord. In fact, as you point out, this book is utterly mediocre and I urge you to avoid it at all costs . . . What am I saying?? (*Exactly what I tell you, slime-bag! – The Warlock.*)

FF21 is **Trial Of Champions**, of course, and will be in your local games shop by the time you read this. Needless to say, it's almost as wonderful as my own book. After that there is **Robot Commando** by Steve Jackson (of the USA, not our own beloved bearded superstar), released on 25th September. It's a sort of Transformers-versus-dinosaurs thing, if my memory serves me correctly. (*Not very likely, you mindless sponge-brain – The Warlock.*) November will see the release of **Masks of Mayhem** by Robin Waterfield (of *Rebel Planet* fame), a fantasy epic set on the mysterious third continent of Khul and containing some very new and original ideas. Ian Livingstone recommended it to me over a glass of chilled blood – he thought it very good indeed. After that we will see the real Steve

Jackson's new masterpiece, currently bearing the provisional title **Creature Of Havoc**, in which you play a monster stomping around southern Allansia! There'll be a lot more on this next issue. (*You hope, you quivering pile of orc dung!! – Lord Zlargh, the Warlock's Chief Beater.*) Ye gods, not the Chief Beater! No!! Aaargh ★○↑→*→☆←☆←...

Titanic Wobblers!!

Uurgh . . . that was a bad one! He's left me for dead, but I don't die that easily. Must ask the Brotherhood to try harder. Onwards, ever onwards... Remember that sequel to *Out Of The Pit* I mentioned a few issues back? Well, it's called **Titan – The Fighting Fantasy World**, and it has a release date of 30th October. If there's anything at all that you need to know about Allansia, The Old World (where Kakhabad and Gallantaria are to be found), or the new third continent of Khul, well this is the place to look. It covers everything you could think of, from the Creation of The World to the price of chickens, from Orcish battle tactics to the name of Yaztromo's crow! Wrapped in an awesome Chris Achilleos cover which just happens to look a little like the cover of this very issue of *Warlock*, it also features new colour plates from John Blanche and maps of all the



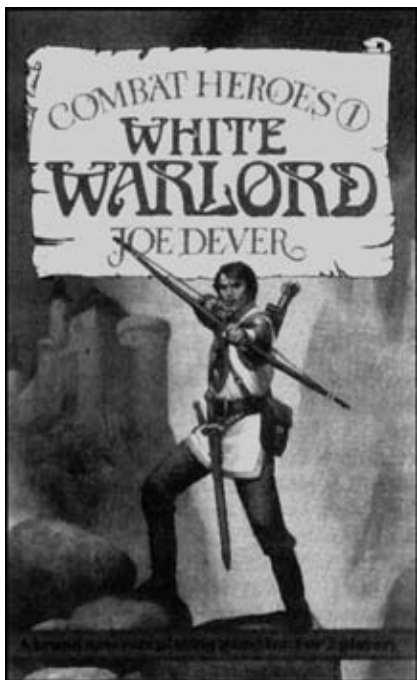
major lands of Titan. It'll be the same size as *Out Of The Pit*, and the same price too. Marc Gascoigne, currently pretending to be the Editor of this very magazine has written it, based upon original concepts from good old Steve & Ian, and I can honestly say that it is absolutely (*Oh for heaven's sake! Our readers don't want to bear how wonderful that creep Gascoigne's book is! Change the subject immediately! Oh, and didn't I just have you killed? – The Warlock.*)

Hah! Tough luck, Warlock- I'm still here! November brings the release of **The Riddling Reaver**, four multi-player adventures for use with the *Fighting Fantasy* set of rules (so you'll need a GameMaster to play them). It's been written, if that is the word, by Steve Williams and Paul Mason, both late of *Warlock* before they spilt a few drops of the Warlock's tea and were impaled (well, before it moved to the new fortress in Nottingham anyway). *The Riddling Reaver* begins with some rules additions to FF, and then moves on to the adventures, which can be played separately or linked together to create one massive campaign game. The big villain is the Riddling Reaver himself, described as 'an agent of the Trickster Gods of Luck and Chance, a complete madman rather like the Joker in *Batman*. Steve Williams' zombie corpse, recently raised from the dead, told me that part one is a riddle/treasure hunt through some dark and dingy port; part two is a ship journey, though the ship itself is a floating trap rather than a sea-going vessel; part three is a jungle adventure; and part four is an underground dungeon set in a hidden shrine. I could reveal more, but space (*and me!* – *The Warlock*) forbids it. Suffice to say it will be excellent; Paul has also promised to write a special fifth part to go alongside the book for publication exclusively in *Warlock* in a few issues.

Return of the Warlock!!

Ye olde Games Workshop are currently working on a boardgame version of **The Warlock Of Firetop Mountain**, which will be a lot of fun. (*Of course it will be, worm-breath – The Warlock.*) It's been promised for a few years now, but it's definitely underway at last, though I'll need to do some more skulking and spying before I can tell more. More news from the Warlock's castle reveals that *Warlock* magazine is now going on sale

in Japan, suitably translated of course. It seems the Japs are really into this gamebook business – no doubt they'll change their mind when they meet the Warlock in person.



Here's an interesting rumour one of my slimy goblin spies reported to me – apparently Ian Livingstone has been spotted talking to a certain Brian Johnson. Who he? Well, he's one of the people who did the special effects on *Alien* and *The Empire Strikes Back*. I wonder what was said? Maybe I'll get a part! (*Don't make me laugh, Thomson, you know how I hate laughing!* – *The Warlock.*)

Shameless Hype!!

Fighting Fantasy software keeps on coming from Adventure International. **Rebel Planet** is now out, and **Demons Of The Deep** and **Temple Of Terror** are on their way. The people at AI say they are the best yet, and who are we to disbelieve them? Talking of software, I'm sure you're all aware of my partner's and my series of ninja gamebooks, *Way Of The Tiger*. (*You jest, squid head, what else do you talk about?* – *The Warlock.*) Yes, well, the *Way Of The Tiger* adventure software from Gremlin Graphics (for Spectrum, Amstrad, MSX and C64) went straight to number one in the software charts. The game is basically a souped-up *Way Of The Exploding Fist*, if you remember that classic. Anyway, thanks to all those who bought it, and to all those who didn't – what, you want to die horribly?

The Way Of The Tiger books are still available, of course. (*Ob no, here we go again* – *The Warlock*) Book 4, **Overlord** is out now, and number 5, **Warbringer**, should be out around October. This one introduces some new ideas – as Avenger the ninja warrior and king of the city of Irmuncast you have to lead your armies to war. Part of the book involves fighting

a campaign and a battle, positioning troops, making tactical decisions, committing soldiers and so on. I don't think this has ever been done on this scale in a gamebook before, so I hope you enjoy it.

Death Incarnate!!

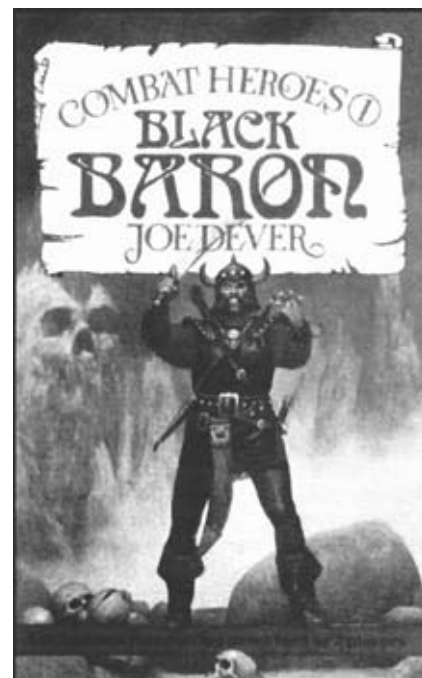
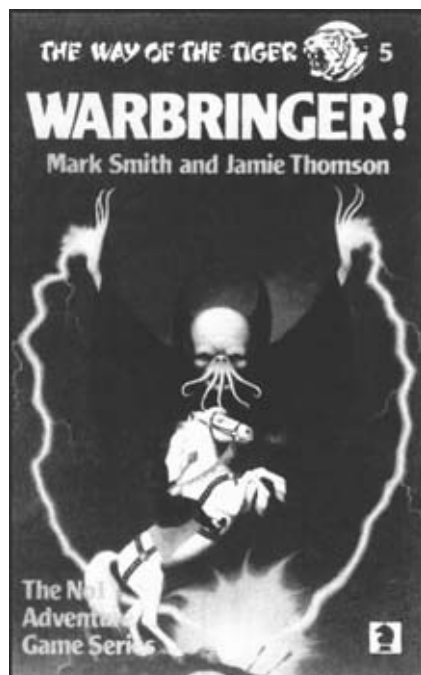
Last night I slept badly. My dreams were disturbed with horrifying nightmares and scenes of death and destruction. Joe 'Judge Death' Dever visited upon me dreadful visions of what he is currently working on. Harbingers of Doom and Winged Messengers of Death have been scurrying to and fro from Castle Death as the dread Dever works on. Apparently some American cable TV company has approached the deathless one to discuss a one-off TV version of *Lone Wolf!*

Other things winging their way like vampire bats from Death Castle include **The Magnamund Companion**, 18 months in the making and looking to be rather tasty. It will appear in October as a large format softback, but unfortunately priced at nearly seven pounds, with ten packed chapters and lots of colour artwork throughout. Designed along the lines of *Titan – The Fighting Fantasy World*, it basically tells you everything you need to know about the world of *Lone Wolf* and Greystar, with history, armies, a multi-player and a solo adventure and more. Sounds like it's going to be dead impressive, with the emphasis on the dead!

Joe Death is currently working on **Combat Heroes II**, **The Scarlet Sorcerer & The Emerald Enchanter**. The two-player part of this involves aerial combat in fantasy skyships – sounds fun! (*That's it! I'll drop you from a skyship!* – *The Warlock.*) Ermm, time I was going soon!

More Hype!!

Mark Smith & myself have just finished **The Valley Of Blood**, **Duelmaster II**.



(*So where's number one then, wretch? – The Warlock.*) I shall ignore that. In this book, one player takes the role of the Archveult, the evil reptilian ruler of the Valley of Gad, and the other takes the role of one of his slaves. The Archveult releases the slave, and then hunts him or her down for sport. The aim of the game is to escape the valley, if you are the slave, and to successfully finish your hunt if you are the evil and thoroughly unpleasant nobleman- modelled on someone we all know and loathe, sorry love!! (*Thomson, you are doomed* – *The Warlock.*)

Hurrying on, the vile creations of that slime beast, Dave Morris and his spiteful crony Oliver Johnson, are still pouring forth from their diseased minds. Dave has finished the first in his 1–4 player series, **Blood Sword**, in which players can choose to be a Trickster, Warrior, Enchanter or Sage. The first book, **Battle Pits of Krarth**, is 540 paras long, and the second, **The Kingdom of Wyrd**, is 570 paras long!! They are set in the same world as the *Dragon Warriors* game, which incidentally has just grown by two more books, *The Power Of Darkness* and *The Lands Of Legend*.

FASA, a US company who produce the *Star Trek* and *Dr Who* role-playing games, have produced some Doctor Who gamebooks. It had to happen – but it's a pity nobody in the UK did it first. Anyway, the first is called **Dr Who & the Vortex Crystal**, and that will be followed by **Dr Who & the Rebel's Gamble**.

And that's all for now. (*My prayers have been answered at last!* – *The Warlock.*) Special thanks to the Brotherhood and all those who wrote letters while I was 'away'. (*Don't mention The Brotherhood in my presence! That makes me so MAD!* – *The Warlock.*) Oh no, quick, I must run! (*You cannot escape me, elk-brain. Prepare to suffer.*)

INTO THE UNKNOWN

D•I•Y DUNGEONS FOR FIGHTING FANTASY By Graeme Davis

Some people, it seems, can't get enough of solo adventures. No matter how quickly Puffin pump out the latest *Fighting Fantasy* gamebooks, people are always clamouring for more. For all those adventurers who have been everywhere, done everything, and are now sitting polishing their swords and waiting for the next adventure, here is a simple system for generating *Fighting Fantasy* dungeons as you play them! All you need is a copy of *Out of the Pit*, a blank adventure sheet, the *Fighting Fantasy* rules (you can use the rules at the beginning of this issue's solo adventure, *The Land of Changes*, if necessary), some graph paper for mapping, two dice, a pencil, an eraser and a ruler. Got those? Good.

Now before we get started, there are just a few things I'd like to say. This system generates dungeons, not adventures. That is to say, it can't make up stories for you, so it will never be able to give you as detailed an adventure as a *Fighting Fantasy* gamebook does. Writing a gamebook is an art, and nobody who writes solo adventures for Puffin Books or for *Warlock* uses a system like this – if they tried it, their adventures would be rejected, and the *Warlock* would probably turn them into earwigs for their cheek.

All this system does is to give you a large (endless, in theory) area of dungeon to explore and loot, ready-stocked with monsters, treasure and other things. It isn't meant to be any substitute for a gamebook, but if you've run out of adventures and just fancy a bit of dungeon-bashing, this should fit the bill. Even better, you can play this system on your own, or with a group of friends!

Secondly, **always** remember to keep a map. This system doesn't keep track of where you are in the same way that a gamebook does, so if you don't keep a map, you'll get lost. The titles of the charts should give you some clue as to which one to use when you're not sure what to do next, and if you get completely lost, just go back to the *GENERAL* chart.

Finally, a note about monsters. I haven't included their *SKILL* and *STAMINA* scores here (except in one case), but you can look them up in *Out of the Pit*. Monsters whose pictures in *Out of the Pit* show them carrying weapons will always have weapons when you meet them, and if you kill an armed monster you can always pick up its weapon if you want to. This point is important, as you may find yourself unarmed at some points.

So – roll up your character in the usual way, choose your position, and off we go! Turn to *ENTRANCE*.

ENTRANCE

The first thing you need to know is what the entrance is like – roll one die and consult the following table:

- 1–2 **Cave Mouth** – to explore the cave, turn to *CAVE/ROOM*.
- 3–4 **Tunnel Entrance** – to explore the tunnel, turn to *PASSAGE*.
- 5 **Door** – turn to *DOOR*
- 6 Roll the die again. If the result is 1–5, consult this table. If the result is 6, turn to *FEATURES*.

For the purposes of mapping, assume that you are heading north when you enter the dungeon.

CAVE/ROOM

There are several things you will want to know about the cave or room you are exploring:

Size – roll one die and multiply the result by 10. This is the width in feet. Do the same for the depth, from front to back. Room ceilings are 10 feet high; if you are in a cave, roll one die and multiply the result by 5 to find the height of the ceiling in feet.

Exits – roll one die, halve the result (rounding fractions up), and subtract 1. This gives you the number of ways out, not counting the way you came in by. If you are in a cave which is the entrance to a dungeon, there will always be at least one way out – treat results of 0 as 1.

Type of Exit – roll one die for each exit, and consult the following table:

- 1–4 **Door** – if you examine the door, turn to *DOOR*.
- 5–6 **Passage** – if you look down the passage, turn to *PASSAGE*.

Location of Exit – roll one die for each exit, and consult the following table:

- 1–2 **Opposite Wall** – straight in front of you.
- 3–4 **Left Wall**
- 5–6 **Right Wall**

Occupants – Naturally, you will be quite interested to know whether or not there is a monster about! Roll two dice. If the score is 8 or less, the room is unoccupied. If the score is 9 or more, there is a monster! Roll one die. If the result is 1–3, turn to *Dungeon Table I* in *Out of the Pit* to find out what it is. If the result is 4–6, use *Dungeon Table II*. Once you have found out what's there, you can either go to *ENCOUNTER REACTION* or you can attack. If you attack, conduct combat as normal; if you win, consult the *Treasure Table* in *Out of the Pit* to see what you have won, if anything.

Special Features – roll two dice. If the result is 9 or less, the cave or room has no special features – there is nothing interesting about it at all. If the score is 10 or more, turn to *FEATURES*.

GENERAL

You have just entered a new area; roll one die and consult the following table:

- 1 **Cave**; turn to *CAVE/ROOM*.
- 2–3 **Room**; turn to *CAVE/ROOM*.
- 4–5 **Passage**; turn to *PASSAGE*.
- 6 Roll one die. If the result is 1–5, roll on this table again. If the result is 6, you have found a way out of the dungeon – turn to *ENTRANCE* for more details. You can leave the dungeon at this point if you wish, or you can go back to any unexplored areas.

TRAPS

You have triggered a trap! Roll one die to find out what happens to you:

- 1 A **portcullis** crashes down – roll two dice. If the result is equal to your **SKILL** or less, you have managed to dodge it. If the result is more than your **SKILL**, the portcullis hits you and you lose 3 **STAMINA**. If you are still alive, roll one die:
 - 1–3: The portcullis is **behind** you, and you can't go back.
 - 4–6: The portcullis is in **front** of you, and you can't go on.

Test your Luck. If you are lucky, you find the mechanism to raise the portcullis again. If you are unlucky, you can't move it.
- 2–3 The trap is a **thrower**; to find out what it throws at you, turn to **THROWER**.
- 4 You fall down a **pit**. Roll one die:
 - 1–4: The pit is **empty**. Lose 2 **STAMINA** in the fall. To climb out of the pit, roll your **SKILL** or less on two dice. Each time you fail, you fall back and lose 1 **STAMINA**.
 - 5: There are **spikes** at the bottom of the pit. Lose 4 **STAMINA** in the fall. To climb out of the pit, roll your **SKILL** or less on two dice. Each time you fail, you fall back and lose 1 **STAMINA**.
 - 6: There is a **monster** in the pit. Lose 2 **STAMINA** in the fall, then roll on Dungeon Table I in *Out of the Pit* to see what the monster is. It attacks you immediately. If you defeat the monster, roll on the appropriate Treasure Table in *Out of the Pit* to see whether it has any treasure. To climb out of the pit, roll your **SKILL** or less on two dice. Each time you fail, you fall back and lose 1 **STAMINA**.
- 5 A **block of stone** comes crashing down from the ceiling – roll two dice. If the result is equal to your **SKILL** or less, you have managed to dodge it. If the result is more than your **SKILL**, the block hits you and you lose 4 **STAMINA**. If you are still alive, roll one die:
 - 1–3: The block is **behind** you, and you can't go back.
 - 4–6: The block is in **front** of you, and you can't go on.
- 6 The trap is **magical**; turn to **MAGIC**.



CONSTRUCTION FEATURE

Roll one die:

- 1 **Statue**; roll one die:
 - 1–5: There is nothing unusual about the statue.
 - 6: The statue is **special**; roll one die:
 - 1–3 – The statue's eyes are **gems**, worth 20 GP each. *Test your Luck.* If you are lucky, you prize the eyes free with no trouble. If you are unlucky, you trigger a trap. Turn to **TRAP** to see what happens.
 - 4 – The statue is **magical**, and causes a magical effect when you touch it. Turn to **MAGIC** to see what happens.
 - 5 – The statue is a **Gargoyle**, and attacks you immediately.
 - 6 – The statue is a **Stone Golem**, and attacks you immediately.
- 2 **Well**; roll one die:
 - 1–5: There is nothing unusual about the well.
 - 6: The well is **Special**; roll one die:
 - 1–2 – There is **treasure** down the well! Roll *twice* on the Humanoid column of the Treasure Table in *Out of the Pit* to find out what the treasure is.
 - 3–4 – The well generates a **magical effect** when you examine it. Turn to **MAGIC** to find out what happens.
 - 5–6 – The well is the lair of a **monster**, which leaps out and attacks you immediately. Roll one die to discover what it is:

1 Marsh Wraith	4 Giant Slug
2 Mucalytic	5 Tentacled Thing
3 Slime Eater	6 Giant Toad
- 3 **Chasm**; a deep chasm cuts across the cave or room. Roll one die:
 - 1–4: There is a rickety-looking **rope bridge** across the chasm. If you decide to cross the bridge, *Test your Luck.* If you are lucky, the bridge holds and you get to the other side safely. If you are unlucky, the bridge gives way and you fall to your death. If you prefer to ignore the bridge and try to jump across the chasm, roll two dice. If the result is equal to your **SKILL** score or less, you have succeeded. If not, you fail to reach the other side and fall to your death.
 - 5–6: There is **no way across** the chasm except by jumping. If you try to jump across the chasm, roll two dice. If the result is equal to your **SKILL** score or less, you have succeeded. If not, you fail to reach the other side and fall to your death.
- 4–5 **Stalactites**; the ceiling is dotted with stalactites; roll one die:
 - 1–5: There is nothing unusual about the stalactites.
 - 6: As you walk across the room, a stalactite drops from the ceiling on you. Roll your **SKILL** or less on two dice to dodge it; if you fail, you lose 2 **STAMINA**. Once it has dropped, the stalactite monster has **SKILL** 1, **STAMINA** 3.
- 6 **Chimney**; there is a fireplace in the room. If you examine it, roll one die:
 - 1–5: There is nothing out of the ordinary about the chimney, and you can climb up it easily. Turn to **GENERAL** to find out where it leads you.
 - 6: The chimney is **special**; *Test your Luck.* If you are lucky, you find some treasure – roll on the Humanoid column of the Treasure Table in *Out of the Pit* to find out what the treasure is. If you are unlucky, you discover that the chimney is the home of a Giant Snake. It attacks you immediately. If you kill the snake, you can climb up the chimney easily. Turn to **GENERAL** to find out where it leads you.

THROWER

The trap throws something at you. Roll one die:

- 1 **Darts.** The trap hurls a shower of darts at you. If you can roll your **SKILL** or less on two dice, the darts miss you. If not, roll one die and halve the result. This is the number of darts that hit you. *Test your Luck.* If you are lucky, each dart that hits you causes 1 **STAMINA** point of damage. If you are unlucky, the darts are poisoned, and each dart that hits you causes 2 **STAMINA** points of damage.
- 2 **Spear.** The trap hurls a spear at you. Roll two dice. If the result is equal to your **SKILL** or less, the spear misses you. If not, the spear hits you for 2 **STAMINA** points of damage.
- 3 **Acid.** The trap sprays acid at you. Roll two dice. If the result is equal to your **SKILL** or less, the spray misses you. If not, *Test your Luck.* If you are lucky, the spray has not hit your eyes, but you still lose 1 **STAMINA** point. If you are unlucky, the spray hits your eyes – you lose 1 point of **SKILL** and 2 points of **STAMINA**.
- 4 **Oil.** The trap sprays oil at you. Roll two dice. If the result is equal to your **SKILL** or less, the spray misses you. If not, *Test your Luck.* If you are lucky, nothing else happens – but you'd better be careful with your torch from now on! If you are unlucky your torch ignites the oil; roll one die to see how many **STAMINA** points you lose.
- 5 **Gas.** The trap fires a cloud of gas at you. *Test your Luck.* If you are lucky, you manage to hold your breath and get clear of the cloud. If you are unlucky, you breathe in some gas. Roll one die:
 - 1–3: **Knockout Gas.** You fall unconscious. Turn to **KNOCKOUT** to see what is happening when you wake up.
 - 4–5: **Tear Gas.** The gas irritates your lungs and eyes – subtract 1 point from your **SKILL** for the next combat only.
 - 6: **Poison Gas.** Your adventure ends here . . .
- 6 **Magic.** The trap throws a spell at you. Turn to **MAGIC** to see what happens.

DOOR

You are standing in front of a door.

Locked? – roll one die:

- 1–3 The door is locked; if you want to go through, you will have to break it down. Go to **Strength** below.
- 4–6 The door is unlocked; to see what is beyond it, turn to **GENERAL**.

Strength – roll one die, and consult the following table:

- 1–2 **Flimsy.** To break the door down, roll your **SKILL** +1 or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 **STAMINA** point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.
- 3–4 **Average.** To break the door down, roll your **SKILL** or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 **STAMINA** point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.
- 5–6 **Strong.** To break the door down, roll **SKILL** –1 or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 **STAMINA** point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is *trapped*; turn to **TRAPS** to find out what has happened.

SECRET DOOR

You have found a secret door! You can open it with no trouble. To find out what's behind it, roll one die and consult the following table:

- 1–5 The door leads to another place; turn to **GENERAL** to find out what it is.
- 6 Roll one die:
 - 1–4: You have found a **safe!** Roll *twice* on the Humanoid column of the Treasure Table in *Out of the Pit* to see what it contains.
 - 5–6: The door is a **trap!** Turn to **TRAPS** to find out what happens.

ENCOUNTER REACTION

You wait to see if whatever you have encountered is friendly or not. Look up the creature's Reaction entry in *Out of the Pit*; roll one die and consult the appropriate column of this table:

Friendly	Neutral	Unfriendly	Hostile	Result
1–2	–	–	–	Helps
3–4	1–2	–	–	May Help
5–6	3–4	1–2	–	No Help
–	5–6	3–4	1–3	May Attack
–	–	5–6	4–6	Attacks

Helps – roll one die:

- 1–3 The creature gives you something. Roll on the Humanoid column of the Treasure Table in *Out of the Pit* to see what it is.
- 4–6 The creature gives you information which may be useful. Add 1 **LUCK** point. This can temporarily raise your **LUCK** above its *Initial* level, but once used it cannot be regained.

May Help – *Test your Luck.* If you are lucky, treat the result as **Helps**. If you are unlucky, treat the result as **No Help**.

No Help – The creature wants nothing to do with you, and will leave the area immediately. It will defend itself if you attack, but otherwise it will do nothing except leave.

May Attack – *Test your Luck.* If you are lucky, treat the result as **No Help**. If you are unlucky, treat the result as **Attacks**.

Attacks – The creature attacks you. Because you have hesitated, it get the first blow. Generate Attack Strengths as usual. If your Attack Strength is higher, you have evaded its blow, but not hit it. If the creature's Attack Strength is higher, it has wounded you – lose 2 **STAMINA**. Now carry on with the combat in the usual way. If you win, consult the Treasure Table in *Out of the Pit* to see what the creature is carrying, if anything.

FEATURES

There is something interesting about where you are! Roll one die and consult the following table:

- 1 **Secret Door;** roll two dice. If the result is more than your **SKILL**, you have failed to spot the door (no cheating now!), and can see nothing interesting. If you spot the secret door, you can open it with no trouble – turn to **SECRET DOOR**.
- 2 **Trap;** roll two dice. If the result is more than your **SKILL**, you fail to spot it and it triggers. Turn to **TRAPS**. If the result is equal to your **SKILL** or less, you spot the trap and manage to disarm it successfully. There is nothing of further interest, so you can go on your way.
- 3 **Treasure;** you have found some treasure! There are 2–12 Gold Pieces. *Test your Luck.* If you are lucky, there is also a *special item* – roll on the *Special Items* table in *Out of the Pit* to discover what it is.
- 4–6 **Construction Feature;** turn to **CONSTRUCTION FEATURE**.



KNOCKOUT

Your head aches when you wake up – subtract 1 point from your SKILL for the next combat only. Roll one die:

- 1–2 You have been **robbed**. All your possessions are gone – even your weapon (subtract 2 points from your SKILL until you find another one. The only consolation is that you're still alive – the thief must have thought you were dead.
- 3–4 Something is **attacking** you! Roll one die to see what it is:
 - 1 Giant Rat
 - 2 Rock Grub
 - 3 Giant Spider
 - 4 Giant Centipede
 - 5 2 Grannits; fight them both at the same time, using the normal procedure.
 - 6 Iron Eater; *Test your Luck*. If you are unlucky, it has already eaten your weapon – subtract 3 points from your SKILL until you find another one.
- 5 You are **lost**. You don't know how you got here, but you don't recognise your surroundings at all. Start on a new part of your map, and turn to *GENERAL* to see where you are.
- 6 You have been **captured**. You wake up in a cell. All your possessions are gone, including your weapon. There is a single guard outside; roll one die to see what it is:

1 Orc	4 Ogre
2 Hobgoblin	5 Gark
3 Goblin	6 Doragar

There is a stool in the cell. You pick it up and stand behind the door, waiting for the guard to come in. Eventually it does, and you hit it as hard as you can. *Test your Luck*. If you are lucky, the guard is knocked out – you can take its weapon and leave. Turn to *GENERAL* to see where you are once you leave the cell. If you are unlucky, the guard loses 2 STAMINA points, but is not knocked out. You must fight it to the death. The stool is not much of a weapon – subtract 1 point from your SKILL. If you win, you can take its weapon and leave. Turn to *GENERAL* to see where you are once you leave the cell.

MAGIC

You have triggered a magical effect; roll one die:

- 1 **Fireball**. Roll one die to see how many STAMINA points you lose. You can halve this amount if you successfully *Test your Luck*.
- 2 **Weakness**. A sickly green light engulfs you, and you can feel it sucking your strength away. Lose 2 SKILL points. You can halve this amount if you successfully *Test your Luck*.
- 3 **Curse**. Letters of fire appear on the wall, pronouncing your doom. Lose 2 LUCK points. You can halve this amount if you successfully *Test your Luck*.
- 4 **Teleport**. The area around you suddenly changes – you have been magically transported to another area. Turn to *GENERAL* to see where you are.
- 5 **Theft**. Your pack vanishes, with everything that was in it. Cross these items off your *Adventure Sheet*.
- 6 **Wilt**. The blade of your sword suddenly goes limp, like a piece of string. It's no use as a weapon now – subtract 3 points from your SKILL until you find another weapon.

PASSAGE

You are in a passage.

Dimensions – roll two dice and add 3. This is the **width** of the passage in feet. Now roll two dice and add 1. This is the **height** of the passage in feet.

If the passage is 3 feet high, you must crawl – subtract 3 points from your SKILL while in the passage, because of the cramped conditions. Any monsters you meet in the passage will suffer a similar penalty unless they are under 3 feet tall.

If the passage is 4–5 feet high, you must stoop to move along it – subtract 2 points from your SKILL while in the passage. Any monsters you meet will have a similar penalty unless they are under 4 feet tall.

If the passage is 6–7 feet high, you can walk upright, but the ceiling is still too low for you to fight effectively – subtract 1 point from your SKILL while fighting in the passage. Any monsters you meet will suffer from a similar penalty unless they are under 5 feet tall.

If the passage is more than 7 feet high, there are no penalties.

Length – roll one die and multiply the result by 10. This is how far the passage continues, in feet.

Route – roll one die and consult the following table:

- 1 **Continues straight** without any special features; roll for *length* again, then come back to this table.
- 2 **Turns**; roll one die:

1–3: Left	4–6: Right
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 If you go round the corner, start again from the top of this section.
- 3 **Side Passage**; roll one die:

1–3: Left	4–6: Right
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 If you look down the side passage, use this section to discover what it is like.
- 4 **Junction**; roll one die:

1–2: T-junction	5–6: Fork
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 3–4: Crossroads
 Use this section to discover what each of the new passages is like.
- 5 **Door**; roll one die:

1–2: In left wall	5–6: Ahead
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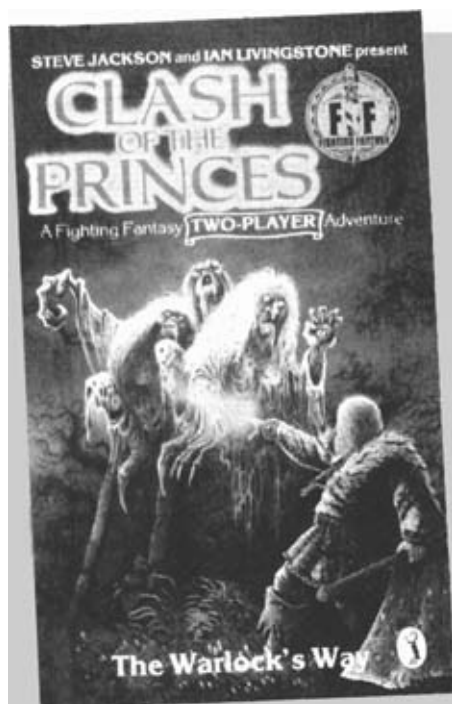
 3–4: In right wall
 If you examine the door, turn to *DOOR*.
- 6 Roll one die. If the result is 1–5, roll on this table again. If the result is 6, turn to *FEATURES*.

THE ARCADE ARCHIVE

New acquisitions in the Warlock's Library, reviewed by Paul Cockburn

Now look, Warlock. This really is the limit. I've put up with sharing an office in your great tower with a troll who never washes and who has warts and all, and who always thinks he knows more about these gamebooks than I do, but I draw the line at actually having to play through the books with him. He cheats, he eats the dice and he steals my pencil. I won't have it.

Sorry readers, you weren't meant to hear that. It's just that I'm very upset. You would be too if you had to spend all morning playing the new Fighting Fantasy Two-Player adventures with a Troll. Just thinking about it makes me go all shivery. Pity, because they're pretty neat books, as you'll soon see...



Clash of the Princes (The Warlock's Way & The Warrior's Way)
Andrew Chapman Puffin
£3.50 for both books



Now's your chance to pit your wits against your best friends! With this two-book set, you compete for the great prize, the Kingdom of Gundobad! One player is Warrior-Prince Clovis, and the other is Lothar, Warlock-Prince. These are the two sons of Gunderbock XVI, the current King, and both are his potential heirs. Tradition says that all the children of the King compete to become heir by going off to find one of the Sacred Gems which were scattered when the Ice Demons sacked the city. Right now, that means Clovis and Lothar.

Each player has a separate book, which works more or less like any other Fighting Fantasy Book. The normal rules for SKILL, STAMINA and LUCK are used, and the books appear to be traditional paragraph books. The difference is that you can decide how far you will cooperate with your brother; a clever little mechanism ties the two books together, and there will be times when your brother will do something which will completely change the adventure for you.

This is all achieved by a device whereby you record numbers on a piece of paper divided into two columns. Each column will carry a number, and that number will help make some of the routing decisions when choices are offered. That way, you will always know what your brother is doing, even if you don't know what your brother is doing, if you know what I mean.

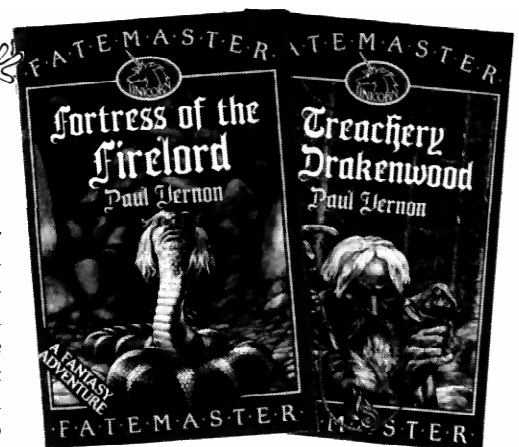
You can choose to begin the adventure cooperating with your brother – it's a long, dangerous adventure, after all. But you can easily be separated, and then you will each read paragraphs one at a time, until you get to a point

where you are asked about the numbers on that bit of paper. This means that you have reached a time when what your brother is doing might affect you. The books mesh together really well, and each covers things that the other misses; thus, while Clovis is lying helpless upon the ground, attacked by a giant moth, Lothar's book allows the mage to cast a spell against the creature.

All sounds pretty good, yes? The only problem as I can see it is that the book falls into the old trap of sometimes making choices for the reader. Suddenly, Lothar decides to go for a wander around, and falls down a pit. You will also find yourself being robbed of all your gold and provisions pretty regularly. It gets a bit dull sometimes.

Of course, sooner or later you are bound to have to face up to your brother, since only one of you can bring the gem back to Gundobad. It's an exciting adventure, and deciding just when to strike out on your own is going to be the real trick.

OK, Derek, get off to the slimy bath in the corner, and let me get on with the other books.



Treachery in Drakenwood
Fortress of the Firelord
Paul Vernon
Unwin
£2.95 each



If you're D&D fans as well, you might have heard of Paul Vernon, because he writes lots of material for magazines like the amazing, mega-brill *White Dwarf* (ahem, Cockburn, I said no plugs for that scum-ridden rag you edit; prepare to know the real meaning of pain – *The Warlock*). Gulp! Sorry, oh great Warlock. Anyway, now Paul's written the first two of a new series of solo gamebooks, which owe a lot to the ideas and conventions of roleplaying. In fact, this is the closest thing I've seen to D&D in gamebook form. In the end, though, you'll have to decide whether this is a good thing or not.

The basic premise is that you can go anywhere, or do anything in a FateMaster book. The paragraph system allows you to back-track, which means you can re-visit locations looking for clues or treasure, or you can try out another route when you realise that your first choice was a wrong 'un. This means you aren't steered along a particular route after making one choice, but

you can – if you survive – explore all the alternatives.

The price you pay for this is that you get a book which you can't always just read to get the picture of what your hero can see and do. For instance, if you go into a room with a monster and kill it, go away but then come back later, you'd expect to be able to see a room with a dead monster on the floor. Instead, these books rely on you keeping a map record of where you have been, and then use your common sense, because when you go back to the room you will re-read the paragraph that says the monster is in the room and would you like to fight it . . . Derek kept saying how trolls were the only creatures that could regenerate and that he'd been through this crossroads umpteen times and there was always a bloodbug dropping on him off the ceiling, and he was flippin' fed up of it. I think I see his point.

The stories are pretty good. In Book One, the Lady Arowen has been kidnapped, and her powerful father is threatening to tear the continent apart with his army unless she is returned. So, you need to get on with things pretty quick, or you might be on the sharp end of an entire army. In Book Two, you run up against the Firelord, a pretty merciless sort of ruler, and you must overthrow him. Powerful stuff.

If you are prepared to accept that you need to be a bit more careful with these books, then they are going to provide a lot of good fun. If they don't always work perfectly, it's because they are trying to hard to be flexible. I'd forgive them for that, and just get on with rampaging through dark dungeons and the palace of the Firelord.

Castle Death
Joe Dever &
Gary Chalk
Beaver
£1.95 each



Gosh – Book 7, already! And still you are the last Kai Master of Sommerlund, trying to restore the Kai to their former glory. You must be potty. Nobody cares, everyone's trying to kill you or eat you or remove bits of you from the other bits. If only you hadn't made that silly vow.



The real fun of the Lone Wolf books is that all of them tie together into this epic quest to make the Kai Masters strong again. After the first few, this has revolved around Lone Wolf attempting to master the various Disciplines of the Kai through finding the Lorestones of Nyxator. You've found one already, and now you know where the second is, a place called Herdos, dominated by Kazan-Oud – Castle Death. There are people who will help you get there, but no-one else is prepared to venture inside. And who can blame them?

There are many horrors awaiting you in the Castle, and you will find that your choice of Kai disciplines will be stretched to the limit. One or two allies can be found within the adventure, but most of the rest of the place is crawling with the sort of people even Derek finds it hard to get on with.

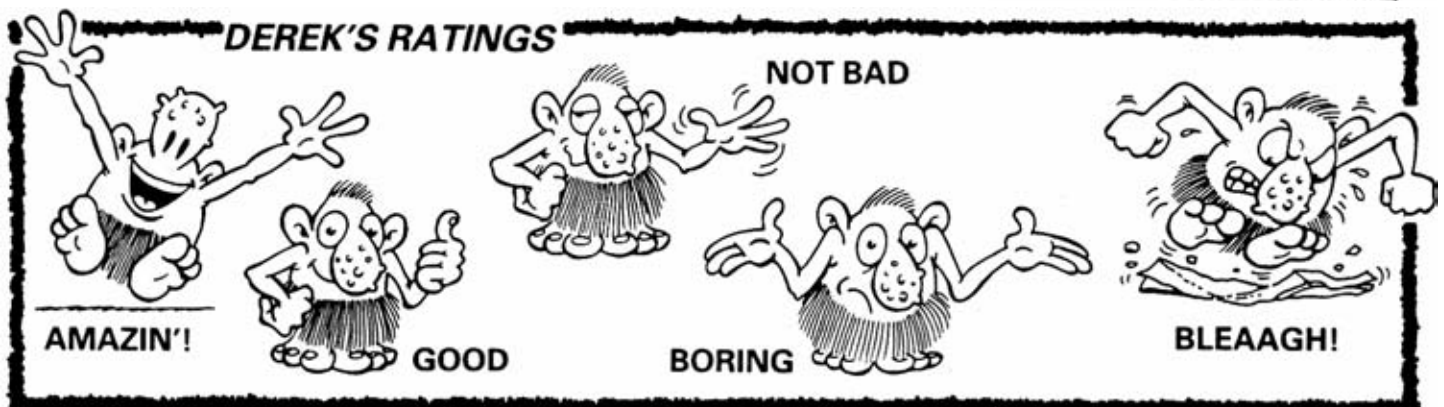
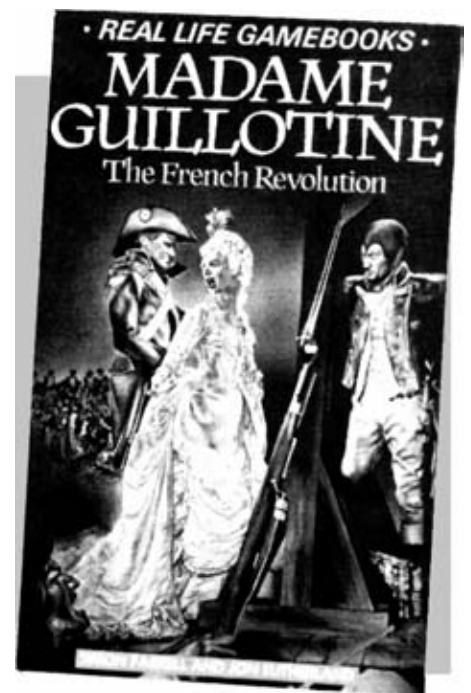
Madame Guillotine
Simon Farrell & Jon Sutherland
Dragon
£1.95 each



History with a difference, eh? This new book series gives you the chance to take part in some

of the great events of history, and to mess them about horribly. This first title takes you back to 1789, when all is not well in France. Harvests are failing, the King is an incompetent administrator surrounded by useless assistants, and there is a feeling of unrest in the air. You are Phillippe d'Auvergne, son of one of the landed nobility; you are also an officer in the 41st Regiment of Foot. This doesn't make you an unswerving supporter of the King, however. You can see that many people are very unhappy with the way things are for France, and so, as the adventure begins and you are marching towards a disturbance in Paris at the head of your troops, you have many things on your mind . . .

Derek and I played through this book in completely different ways, as usual. He thinks Kings are real sissies who take baths all the time and he wanted to be part of the revolution. Me, I had a whole regiment of loyal men and lots of muskets, so I went for shooting the peasants. Either way, you can get a real insight into what it must have been like for the people who were actually involved at the time. Being a nobleman was not a wonderful thing, and it seems sometimes as if you are bound to fall in the end. In the end, you will probably only survive if you flee France, and wait for old Boney to come and shake everything up again. Eh – what's that, Derek? O! Boney the Skeleton? No, not him, you dope . . . Some people need all the history they can get.





PAINT YER DRAGON!

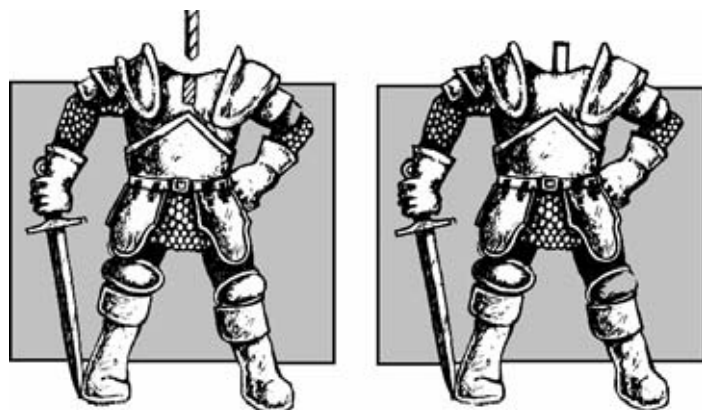
Rick Priestley delves deep into the mysteries of ... body-swapping? Gulp!

The Warlock has once more dragged me from my nice, warm garbage pile and commanded that I reveal more hard-won and closely guarded modelling secrets to *Warlock* readers. I hope you lot appreciate it, for not only was I fast asleep, but I was also getting into this really promising nightmare involving an elf maiden and a bucket of frogs. But enough of that and on with the nitty-gritty. Last time I described the basic tools you need as an initiate modeller; this time I'm going to show how these tools can be used to accomplish some basic miniature magic – conversions!

So what's a conversion then, I hear you ask? Well if you don't keep reading you'll never find out, so read on! Large as Citadel's range of models is, it's never easy to find the perfect representation of your favourite character. Often you can find something that's close to how you imagine your adventurer to be, but there is always some detail not quite right: wrong headgear, wrong weapon, etc. But, with a little chopping and changing, it is possible to convert a model so it is exactly what you want – not only that but you'll also have a unique figure for your collection (people will ask where you got it!). A conversion can be as drastic as you like, and can involve heavy rebuilding using modelling putty. The very easiest conversions are simple 'swaps', in which heads, limbs or other features from one model are swapped for those of another. How is it done? Read on . . .

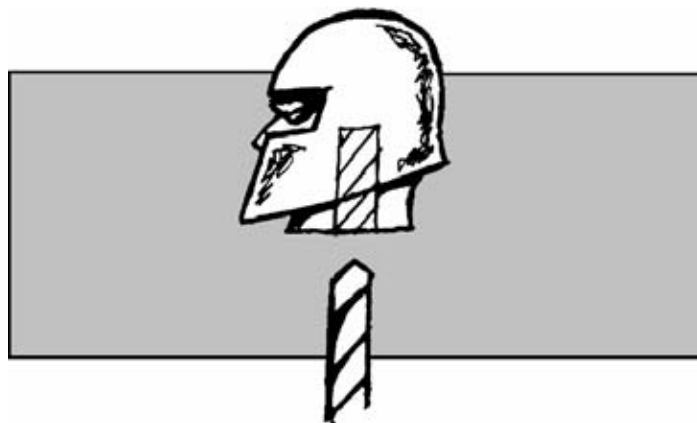
THE PHANTOM HEAD SWAP!

This is a very easy swap in which a new head is transplanted onto a model's body. Firstly take your basic model – one which suits your purposes, but whose head you don't much care for. Then find a head! This can come from another model – perhaps an old model that you don't want anymore or which is broken. Remember, this new head must look reasonably compatible with the body, so choose your components carefully. Remove the heads from both models using either your saw or scalpel. (Be careful here, as always, that you don't cut yourself. Knives and saws can be dangerous if you don't think about what you are doing.) Make the cut as low down to the shoulders as you can, but leave any collar or clothing on the body.

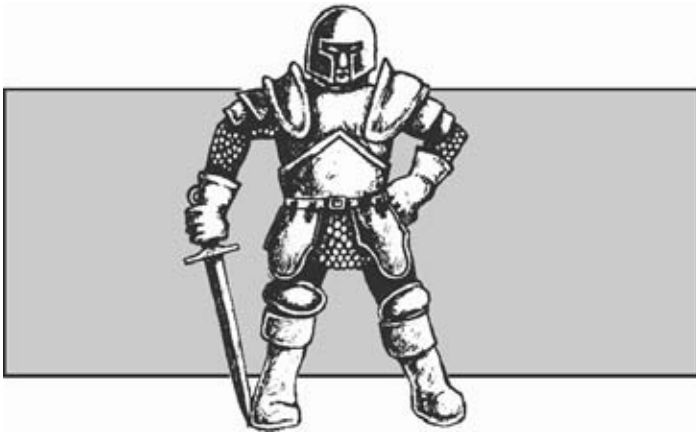


Now you could just glue the new head in place – but this wouldn't prove very satisfactory: sooner or later the two bits would come apart. So, to overcome this problem, insert a metal 'pin' between the two pieces. This is not especially difficult, but requires a modicum of care – be patient! Take your pin-vice (as described last ish – a simple hand-held drill) and drill a hole into the model's body where the neck was. The hole should be about 4-5mm deep and large enough to take a piece of wire. Now cut a piece of wire slightly longer than the hole is deep. Any stiff wire will do – paper clips can be used quite effectively; you can buy copper wire in assorted sizes from your hobby store. Mix a little epoxy-glue (Araldite or whatever) and fix the wire into the body so that a few millimetres stick out. Put the whole thing aside to dry; if you use the fast-setting epoxy glue this will take only a few minutes. You can sit down and drink a cup of tea, swat a few flies or have a good scratch while you wait.

The head will have to be drilled in a similar way to the body, drilling up through the neck. This can be a bit fiddly, as the whole head is probably only about 3-4mm long, and you want a reasonably deep hole to give you a firm bond. If you have access to one, it might be better to hold the head in a vice; if not a pair of pliers and a firm grip should do, but either way remember to pad the head with tissue paper to stop it being dented and marked.



The model's neck is also likely to be quite thin, and the drill bit only a little thinner. Fake care, but don't worry if your drill accidentally goes through the top of the skull, or if one side of the neck collapses in – it won't make any difference to the end result. The angle you drill at will determine the position of the new head, so try to think about this before you make the hole. Once this is done you can test the fit of the pieces. The chances are that some adjustment will be necessary; you may have to trim the length of wire with pliers, or you may wish to bend it slightly to get a good angle. The new head might have a slightly too long neck, in which case you can file away some metal before gluing. Once you are satisfied, glue the new head in place and allow the whole lot to dry.



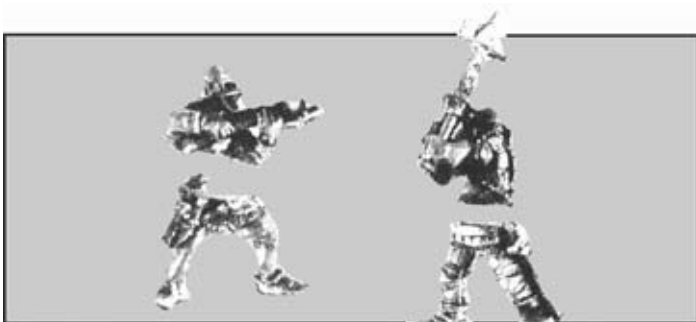
Your new model is now complete! Simple, wasn't it? If there is a bit of a gap between the pieces, this can be put right with modelling putty, such as Milliput; the same goes for any holes in the head you might have created by over-zealous application of the pin-vice. If the model has long hair you might like to extend the hair over the collar too.

When using Milliput, you should **thoroughly** mix the two parts together, and then let the mixture 'go off' a bit. When freshly mixed, Milliput is too sticky to use, but as it sets it becomes less sticky and easier to work. A good trick is to mix a little talcum powder in with the mixture, as this makes it dryer and less messy. Once it has reached a suitable consistency make little sausages or balls, and apply to the model. Form the putty into shape using the flat of your scalpel blade, removing any excess as you go along. Hair and other detail can then be worked in with the scalpel point. Milliput can be smoothed whilst wet with fingers, a brush or any suitable modelling tool.

TORSO SWOPS AND OTHER HORROR

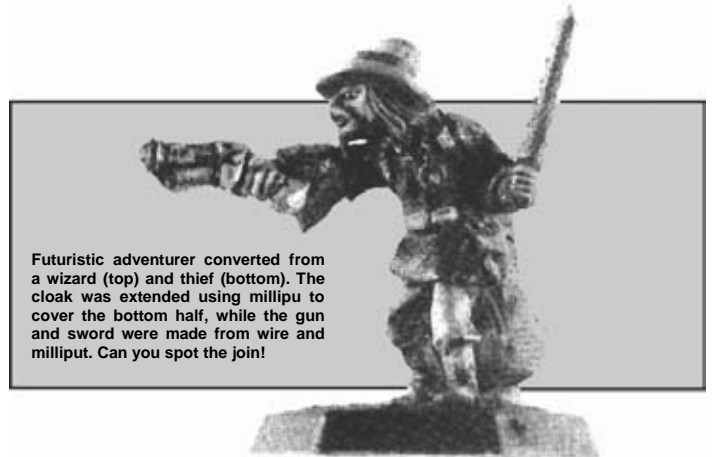
If you can swap a model's head you can swap just about anything – the method remains the same. Whenever I convert figures I never throw anything away, but always keep the bits left over for use in future conversions. If you maintain a 'bits box' like this you'll always have a source of potential conversions. Possibly the largest conversion you can do on an ordinary foot figure is a torso swap – the head and upper-body of one figure being transplanted onto the legs and lower body of another.

This is done as follows. Take your two models and separate them at the waist using a saw. Where exactly you make the cut depends on the models – but I find it helps to leave belts on the upper-half. That way the join is below the belt and conveniently out of sight. Pouches, sword belts and other items may have to be removed altogether. Clean up the two cut surfaces with your files, as discussed last issue, and try to position the two halves more-or-less how you want them. One of the nice things about swapping torsos is that you can create super-dynamic poses, with the body and legs at right angles to each other. You'll never see a model like this in the shops because it is impossible to mould such a figure – that's why models are made in fairly 'flat' positions.



Once you are happy with the general fit, drill and pin the halves together in the same way as for the head swap. Because the pieces are larger they are easier to handle too. Clean up any areas from which you have removed knives, scabbards, etc. If you carefully remove such items whole, you can glue them back again once the swap is complete. Alternatively you can model new items out of Milliput – although this requires a little skill and practice.

If one or both of your donor halves is wearing a cloak this makes the job a bit more tricky – and recommended only once you're more experienced. In other words, try something easier first. If the upper half has a cloak and the lower does not, it is a simple matter of using milliput to extend the cloak downwards, and this will also help cover the join of the model at the back. If both halves have cloaks you will have to remove most of the cloak from the lower half before you can re-model over it – an arduous task I must warn you! Remodelling the upper part of a cloak it not recommended – the folds around the shoulders are quite difficult, and you will have to do clasp detail too. Also the model is most visible from above, so this is the area where any mistakes will show up most.



Futuristic adventurer converted from a wizard (top) and thief (bottom). The cloak was extended using milliput to cover the bottom half, while the gun and sword were made from wire and milliput. Can you spot the join!

However, a cloak is a good way of hiding most of the join on a torso swap, so why not have a go? You could always experiment with an unwanted figure first. Don't just make up cloak detail as you go along, though – get someone to model for you and copy what you see (cloaks being hard to come by, sheets or blankets will do). You may get a few funny comments, but at least your figure will look better. Take a good look at the cloaks on other models too. If modelling cloaks in milliput doesn't appeal to you there is always metal foil (flattened-out metal toothpaste, paint and tomato puree tubes are ideal for this). Foil can also be used to make banners and standards, a subject I may spend more time discussing in a few issue's time.

And there you have it. There is one final word of warning we must add, however. Don't go around telling your friends that you've been sawing the heads off people and cutting bodies up, or they'll think you're a complete and utter loony. We cannot be held responsible for the reaction if you tell your grannie what you've been doing either. Next issue I'll reveal even more arcane knowledge from the forbidden tracts of modellers, if the sadistic old Warlock hasn't tried his own conversions out on me again.

If you enjoy miniatures and modelling you should take a peek at the latest Citadel Journal, which is full of tips on painting and modelling together with colour photos of the latest miniatures releases and lists of the complete range of Citadel Miniatures. Ask for a copy in your local games shop.

DEREK the TROLL falls in love

By LEW STRINGER
BLUSH

One day young Derek was in the forest where Trolls are off to roam...



...when he beheld a pretty maid and gave a little moan...

**CORRRR!!
WOTTA SMASHER!**



He ran at once to tell the girl how much that he adored her...

**GIZZA KISS,
DARLIN'!**



...but her response was swift and sharp and couldn't have been broader...

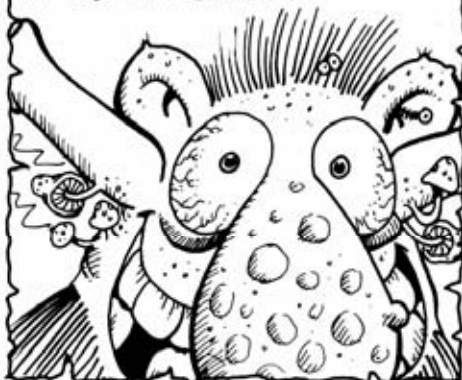
NAFF OFF!



"What could have put her off?" he mused, as he sat and had a think...



"My nose? My ears? My hair? My boils? - or perhaps it was the stink?"



Later that day, the girl did smile, at a tall man strongly built...



"It's me!" said Derek, "In disguise - and standin' on a stilt!"



So shocked was she, the girl stepped back, and plunged into the well...



"Next time," said Derek, "I'll be MYSELF and find another gal!"



THE **RATS** ARE HERE



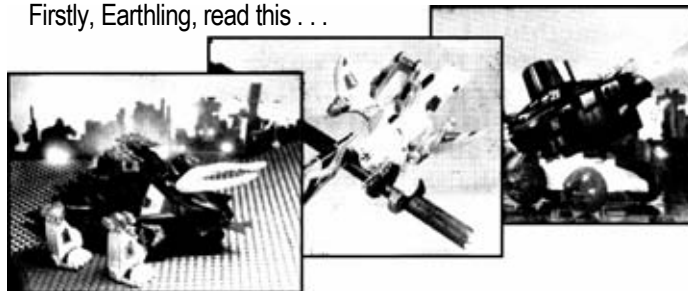
They're fierce. They're mean. They'll take on anybody . . . anything! And now you can win one!

The Warlock has always been fascinated by those marvellous Zoids creatures – in fact his throne-room is full of the things, all whirring and clanking about like demented dinosaurs. So when he heard that Tomy were launching a new range called R.A.T.S. – their special Robot Anti Terror Squad – he just had to get his hands on some! Being a kindly old soul, though, he has decided in his wisdom to give you lesser mortals a chance to win some R.A.T.S. too.

The Prizes

The R.A.T.S. are the latest addition to Tomy's best-selling range of futuristic war-robots. Built to defend the Earth from hostile hordes of alien robots, they are massive war-machines, equipped with an awesome array of weapons and programmed to seek out and destroy their enemies.

There are six different R.A.T.S. machines, including Starshooter – a deadly disc-firing war-machine; Grapplor – who can crush lesser machines in its powerful jaws; and TBird – the skyborne devastator! Alongside them are the Battle-R.A.T.S. – massive battle-robots which fight at the controls of their R.A.T.S. on foot. There are four different Battle-R.A.T.S., which means there are ten superb prizes for you to win!! What do you have to do? Firstly, Earthling, read this . . .



Captain Heller's spaceship from Earth, *The Celeste*, had crashed on Planet Zoidstar where the fearsome Zoids struggled in the war to end all wars. The Zoids were titanic metal fighting machines, originally built by the Zoidarvan race. Each was controlled by an android – a humanoid robot capable of battling long after a flesh and blood pilot would have met his death. There are two sides in the Zoid War: the Red Zoid camp, led by Redhorn the Terrible and recently joined by the traitorous Mammoth the Destroyer; and the Blues who were commanded by Zoidzilla, newly allied with Gore, Lord Protector. And in the middle were the humans, defended by the Namer.

The men from Earth had captured a Spider, and were using it to defend themselves. Griff, the Captain's son, had destroyed a Hellrunner and other Reds, and then infiltrated a meeting summoned by Redhorn. Griff's bewildered eyes ran over the vast and awesome array of Zoids: there were Tarantulon and Terrared the defectors; in the air a Z-Ray flew chased by Zark; and at the council for the first time were Zaton and Zunder. There were even a Slime Zoid and a Hydra Zoid, and legions of Tank and Serpent Powerzoids! Griff began to think it was

time he left before being spotted, when there was a shriek overhead and immense wings blotted out the sun. It was Krark, the Prince of Darkness, the ultimate mute (his father, Captain Silverman's word for 'mutant'). A vast airborne devil with huge snapping jaws, Krark defied both sides in the war.

Meanwhile, Carradine and Boston, two escapees from the ship were spying on a smaller gathering of Blue Zoids nearby. Giant Zrk was instructing a Kroc, a Trooperzoid and a Scorpozoid in the use of the new secret weapon, the Ultra-Gun, demonstrating its power by showing the remains of a Gorgon and a Terrazoid which it has blasted earlier. Suddenly, without warning, there was a terrible roar! As they looked up they saw Gore and Zoidzilla rushing for the entrance of the Blue Zoid factory caverns. Too late! Before they could get there, a tremendous explosion rocked the ground and a bomb sealed the portal. When the men felt the shock waves, they leapt with excitement and patted one of their number on the back, for this was the first strike against the Zoids as a third force entered the war – Mankind! But who is the courageous man who planted the bomb?

The Secret Grid

In the grid are hidden names and words to do with the Zoids, all taken from the story you have just read. They are written up, down, side-to-side and even diagonally. All you have to do is find all 40 words, and strike them through on the grid. This will leave you with a number of unused letters. If you take all these letters and put them together you will find the name of the hero who planted the bomb!

Send his name to us (don't send the whole grid), and if your name is pulled out of the hat you will win one of the fabulous new R.A.T.S. from Tomy. You should send all your entries to this address:

**R.A.T.S. Competition,
Warlock Magazine,
Games Workshop Design Studio,
Enfield Chambers, 16-18 Low Pavement,
Nottingham, NG1 7DL**

The closing date for this competition is **Monday, 1st September**, and you should remember to include your name, age and full address. Get your thinking helmets on, Zoids fans, and may the best creature win . . .

D	E	U	C	O	T	R	O	O	P	E	R	Z	O	I	D
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the WARLOCKS QUILL

As my old mother used to say to me, "Lockie", she'd say, "if you want something doing properly, don't give it to a smelly troll with movable spots!" This issue I have decided to take her advice, and handle the letters myself. That smelly troll, Derek, has been sent off with an axe in his ear (well, he had a flea in it already) and the postbag is mine all mine. Let's see what rubbish that troll has left behind him . . . aha! A letter from a typical *Warlock* reader.

Dear Warlock,

"It's about flippin' time!" I think to myself as I grapple with the proprietor of my local Scrolls & Scriptures newsagents over the price of one measly copy of the tenth *Warlock*. We finally settle a price of 1 gold coin (he values his life) and I mount my trusty slime beast and set off home.

I reach my humble abode and make a quick snack of troll spleen omelette, washed down with a tankard of ogre blood. I sit down in my skull-encrusted armchair and fill my 3 clay pipes with a wad of powdered troll bone. I warm myself in front of my log fire, slowly unwinding after the rigours of the day. I reach over to where my *Warlock* is lying, and take hold of it with my warty claw. I prize open its now mucus-encrusted pages, and glance at the Contents page.

AAAAUUURRGH!?!?!!

No *Omens & Auguries!* No Jamie Thomson cynical humour to lighten my evenings! Well look ye here Warlock, I think most of the beings which read this nag agree that you had better levitate Thomson out of whatever scum-pit you've tossed him into - or else!

Yours fetidly,

Alex the Demonspawn,
Lenchwick nr Evesham.

● How dare you threaten me! You young Demonspawn are all the same. You learn how to hold a pen in your claws and there's no stopping you. That miserable worm Thomson, or Slugface as we call him, was absent from last issue's contents simply because the slob was too lazy to get his column in on time. Of course, we tried the usual things to persuade him - ground glass in his underwear, kidnapping his goat, that sort of thing - but he just would not finish his column and send it in, so no JT in *Warlock 10*. And if he keeps this up there'll be no JT permanently . . . Pah! What does this creeping little goblin want?

Dear Marvellous Warlock,

Whilst glancing at *Derek's Kwill* in *Warlock 10* (Don't ask me to read it again! Please! - *The Warlock*), my eye was

drawn to the Yours Sincerelys at the end of each letter. Instead of the normal Yours Sincerely they had 'Yours Trollishiy' or 'Yours Violently'. I then had the brilliant idea of making a competition for the best Yours Sincerelys for you next issue. Here is my own nomination for a prize,

Yours if you want me,

Nicholas Berry,
Thetford.

● Well I'm sorry Nicholas, but I'm afraid we don't want you, if it's all the same to you. The last thing we need is a spotty little brainbox with clever ideas cluttering up the place. Oh alright then, I'll give a copy of *Maelstrom* to the best Yours Sincerely I receive for the next issue - though it must be attached to a proper letter.

All this will really annoy young Martin Jose of Truro, though, as he would have won the competition had we been running it this month. He signed off a letter of complaint about Derek's spelling with the words 'Yours Oxford Dictionaryly' which I thought was so brilliant I could have thought of it myself! Tough luck, Martin. Actually, I always find the PSeS which people add the most interesting parts of their letters. As an example, take this letter from Graeme Down, from Maidstone:

P.S. I am out of spider food. Please could you send me 10 tins of Jamie Thomson, without the tentacles.

● That's the sort of letter I like to read. And yes, Graeme, I think we will be able to arrange that for you if he doesn't deliver this month's column on time again . . . Here's another one, from Arta Kean of nowhere in particular:

P.S. I am a female and hooked on FF. Is this odd?

● Of course it's not odd. In fact, from the comments coming from the typing pits it seems our slavering editorial goblins would like to hear from more of our female readers, though I think their request for photos, measure-

ments and phone numbers is going a bit far! Seriously, though, it doesn't matter what you are - you could even be green with pink boils and three heads like Jamie Thomson - as long as you enjoy reading and playing gamebooks and other games. I mean, you could even be as warped as the writer of this next letter . . . though I hope you are not!

Deere Werlorc,

Eye tinc ewe shood teech Deric tha Trolle ay lassin buy foursing hym two haff ay barf. Eye wernt two sea tha trater surfar fore spilling sum words corectlee wen hoe annsered tha mayle. Whe troles shoodent doo eniting rite.

Yors trolelee,

Borgrole tha trole.

● Well, there you have it! Reading *Warlock* can damage your health. Mind you, so can reading *Virgin Real-Life Gamebooks*. Here's the winner of Paul Cockburn's impromptu competition from last issue.

Dear Warlock (grovel, grovel),

Help! I need those books fast! I've got six trolls running loose in my designer torture chamber and I can't control them. (Actually, they're not true trolls. They're a cross between gremlins and trolls, and are much more ill-mannered and badly behaved than Derek.)

I used to control them with threats - but now they're immune to those horrors Zork and Choose Your Own Adventure which I'd threaten to read to them. Now I need something really grotesque and horrible to calm them. Hurry up please! Jimmy, what are you doing with those head crushers?! No! Stop! Aaaagh!

Yours bleedingly,

Sir Matt the Marauder

(c/o Paul Wainwright, Cumbria)

● Many thanks for all your entries on this; and thanks especially to Paul, sorry, Sir Matt, for his winning entry. Your ghastly *Virgin Gamebooks* will be despatched to you in a lead-lined container very soon. I just hope they arrive in time. Let's move on to happier things - such as completely unashamed praise for this most wonderful of all magazines.

Dear Warlock & Derek,

I have read many fantasy magazines, but Warlock tops the lot. I enjoy the solo adventure and reading *Warlock's Quill*. (But of course! - *The Warlock*.) The same goes for Derek because his cartoon strips are very comical (bad luck on his being kicked out of the Army). But I would like to see something on *Dungeons & Dragons* because I am thinking about playing the game.

Overall I give *Warlock* 11 out of 10 (not sure where the extra mark came from), for it's a superb magazine.

Yours whatever,

Darren Nicolaou,

Margate.

● Thank you for your very kind words, though they are all perfectly true. *Warlock* IS the best fantasy magazine around, no question about it. Since you seem so nice, I can let you into a little secret. Don't tell anyone, but the very next issue of *Warlock* will feature an article introducing the

whole concept of rolegames, and the Dungeons & Dragons game in particular. It seems that so many of our readers are intrigued by the game, and many feel ready to move on to its slightly harder rules – so we thought we'd better tell you all about it! And what's more, in following issues we will be looking at other introductory rolegames, and boardgames too. Aren't I good to you? You see, I'm not the hard-hearted old skinflint you all thought I was.

On the other hand, though, no matter how hard I try it seems I can't please everyone...

Dear Warlock,

Why is there no colour poster in your magazine. Will you put one in please, or my master will cast a freeze spell on you!

Yours hopefully,

Darren Feller,
Anlaby, Hull.

● Well, young Darren (he says, adopting his kindly but patronising letter-answering voice) the reason we don't put colour posters in the middle of *Warlock* at the moment is one of cost. If we were to include a pull-out poster for you, there'd be no Arcane Archive, Omens & Auguries or Derek The Troll, as we couldn't afford both without putting the price up – and you wouldn't want that, now would you? Take a look at other fantasy magazines which do give away posters (mentioning no names, but its initial is P for Pathetic) and you'll see that all you get is a measly adventure – and not a very good one at that.

However, since we have started to slip a little colour into the magazine, and now that we have lots of pull-out games and things planned, we should probably consider the insertion of colour posters rather more seriously. I will consult with some of my lesser art minions, and see what they can come up with. Can't promise anything, of course, but once the soon-to-be legendary Issue 13 is out of the way we may be able to do something.

Dear Warlock,

Please help me, I'm in great despair! I try and try to create a decent fantasy picture with real-looking and clear colours, and with perfect shading. Although I don't expect wonders at twelve, I find my reasonably good equipment useless at such a task, wondering what paper and equipment to use. I get good marks in Art at school as well!

So please could you try to squeeze an extra sheet of print between the covers which explains how to set the picture out, the colours and paper to use and how to use them properly, and the effects which can be achieved (and maybe even a quick hint of the cost to put everybody off!). This would help me, and many other budding fantasy artists, an awful lot in trying to make a good picture worthwhile.

Yours pleadingly,

Robert Clewley,
Deal.

● Fantasy art? Well, we didn't get much response on our feature article on John Blanche and his fantasy art last issue, so we must assume that you don't actually want to know about it. Of course, I could be wrong (me, wrong? Never!!) so if you do want to

read about fantasy art, or about how someone like, say, Gary Chalk produces artwork, write in and tell us! Indeed, if you want anything special to feature in *Warlock*, write in and tell us all about it! This may be my magazine, but it's yours too...

Dear Warlock,

I was thinking the other day. There's been Band Aid, Kids Aid, Live Aid, Sport Aid and Fashion Aid, amongst many others – so why not RPG Aid?

Yours sincerely,

Daniel Kemp,
Shrewsbury.

PS. And for all you slimy snails still stuck in the Maze of Zagor... *Hard Luck!!*

● My sentiments exactly! Pah! I really cannot see how anyone can still be stuck in the Maze of Zagor after all these years. Some of our readers must have truly minute brains!

As for RPG Aid, you will be pleased to know that there IS going to be some special gaming fund raising. Called Dragon Aid, it will consist of a lot of people playing various games for a very long time, probably in central London, near the end of July. If you want to know any more, if you want to volunteer to be sponsored, or even if you just want to send some money, you should contact Liz Holliday, Dragon Aid, 108 Twyford House, Chisley Road, London N15, as soon as possible. It is also possible that there will be other events later in the Summer, all designed to help raise money for the Band Aid Trust.

And now, some culture, from Andrew Beadnell of Cheltenham...

Dear Warlock,

What do you get if you cross the Lone Wolf with an Orc? *An Uruk Kai!*

What's green and screams like hell? *An Orc in a microwave!*

What's green and has difficulty turning around in dungeon corridors? *An Orc with a spear through his head!*

● Andrew, please don't write again. You've frightened all the bats in my tower with your revolting jokes. And if anyone else thinks they're going to send in any jokes like these, let them be warned! Being a Goblin is not a lot of fun at the best of times (it's rather like being a Troll but with smellier armpits) so I'm sure none of you want to spend the summer as one. Grrr! Those excuses for humour have put me a really bad mood. I think I'm going to have to go and kill something small and furry. Derek! Come here this instant!

Dear Warlock,

Is there any chance of getting the early issues of *Warlock* (numbers 1 to 5)? In the adverts for Back Issues in our magazine you only seem to sell the later ones. Can you help me with this?

Carol Hogarth,
Croydon.

● The trouble with the first few issues of this most awesome of publications is that they have now sold out! It seems everyone wants to get their hands on a *Warlock*! So, in my most mellifluous generosity, I have decided that there should be a Best of *Warlock*. It is planned to feature all the choicest articles and adventures from the first

seven or eight issues of this august tome, and is looking likely to appear around Christmas time. I fully expect the stockings of every gamebook fan to be bulging with a copy on Christmas morning – because if it isn't there'll be hell to pay!!

Dear Warlock,

I have been ill just lately, and so, to relieve myself of the boredom, I decided to make a list of all the places where FF monsters live. I used the brilliant collection of creatures from *Out Of The Pit*, and started writing away. About an hour later, I finished. The following table gives a list of the top ten places, with the number of monsters next to them. The figure in brackets shows how many of the creatures are Hostile.

1. Ruins	76 (54)
2. Dungeons	75 (60)
3. Caves	71 (46)
4. Hills	58 (29)
5. Forests	56 (19)
6. Wilderness	47 (30)
7. Plains	44 (16)
8. Marshes	25 (13)
9. Towns	23 (14)
10. Mountains	20 (8)

Yours informingly,
Andrew Brown,
Lutterworth.

● I am always astounded by what our readers get up to in the month when there isn't a *Warlock* to amaze and astound them. It just goes to show, you shouldn't really go around sticking your nose into old ruins and dungeons if you don't want to meet up with nasty horrible monsters. On the other hand, of course, the nasty monsters are always the ones with the treasure, so you always have to fight them anyway.

For my own part, of course, I am already tremendously wealthy, so for your utterly wonderful contribution to the field of scholarly learning, Andrew, I am awarding you this month's ORB OF MERIT!! (Taran-taraa!!) Please write soon and tell us which two gamebooks you would like to receive as your prize and we will send them to you.

And finally, a brief excerpt from a very tasteful little musical item sent in by the rather worrying John Robinson of Bottesford, near Scunthorpe:

*Hold a dragon in the air,
And stick Derek up your nose,
Write an FF book,
And lose a lot of LUCK*

Throw the Warlock! That's all we have space for this issue. Keep your letters coming in, as we are always pleased to read them, cook them and eat them and don't forget that the best letter will win the Orb of Merit and a pair of gamebooks of your choice. This time, when you write in could you also tell us if you play role-playing and/or boardgames, and which are your favourites, and what is your least favourite article in *Warlock* is (only one nomination for this please!). If you want to ask us any question and require a personal reply please enclose a S.A.E. Send all your letters to: The *Warlock's* Quill, *Warlock* Magazine, Games Workshop Design Studio, Enfield Chambers, 16-18 Low Pavement, Nottingham NG16 3HY.



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WARLOCK

BACK ISSUES

In every walk of life there are people less fortunate than ourselves - the spotty, the smelly, the slimy! But we at *Warlock* are doing our best to help one special section of the community - *the Warlockless!*



Yes, believe it or not, there are some people out there who have missed out on a few vital back issues of our wonderful magazine. If you are in this desperate position do not despair, do not throw yourself under a bus - simply send us some money!

FREDDIE

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IAN LIVINGSTONE
AND
STEVE JACKSON
AT**

GAMES DAY 86

Just when we'd finished moving everything up from London to Nottingham it's time to take it all back!

This is the main event of the year on the gaming calendar. It's your chance to see all the different companies, all the different games and all the wonderful celebrities, gathered under one roof in Central London. Two days packed with trade stands, competitions, quizzes, events and lots of games!

WHAT'S ON

- AD&D Competition
- Demonstration Games
- Games Day Auction
- Live Roleplaying Displays
- The Games Day Awards
- Trade Stands
- Chaos Chat Shows
- Quizzes
- Figure Painting Competition

HOW TO GET THERE



Venue: The Royal Horticultural Society Hall, Greycoat Street, London SW1. Tube to Victoria or St James' Park tubes.

Also, buses will be running from Games Workshop shops in Sheffield, Manchester, Newcastle, Yrk, Nottingham and Birmingham. Contact the store manager for details.

COMING SOON

Dates & Times:
Saturday, 27th September
(10.30am-6.00pm)
Sunday, 28th September
(10.00am-5.00pm)

TICKETS

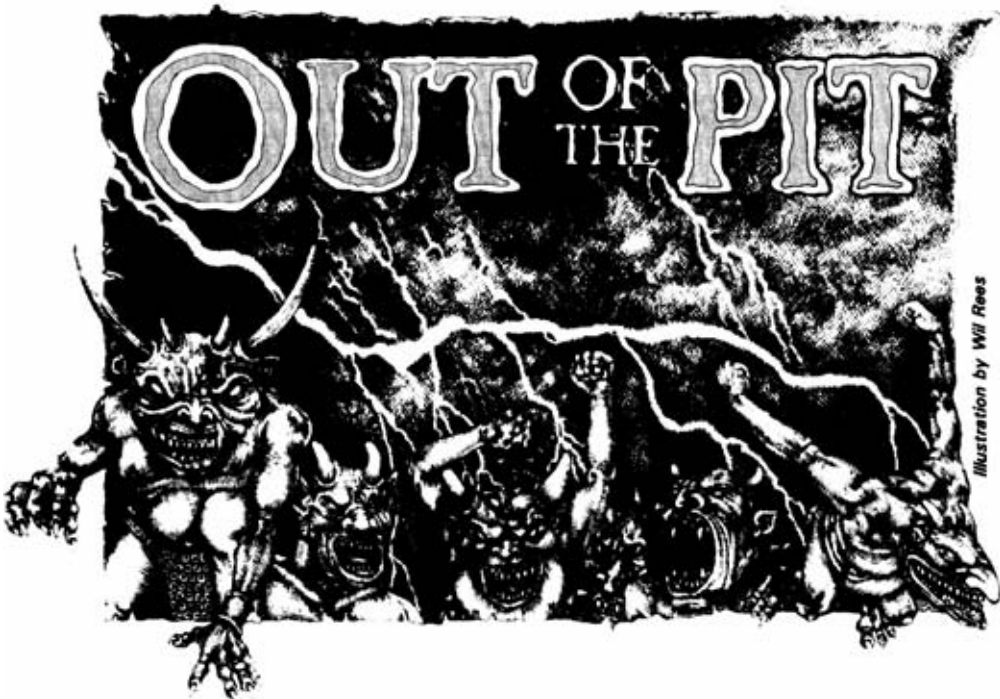
Important Notice! Due to fire regulations, we must limit the number of places at Games Day this year. Consequently, there may be a limit to the number of people we can admit at the door. To make sure of your ticket, write to Games Day, Games Workshop Mail Order, Chewton Street, Hill Top, Eastwood, Nottingham NG16 3HY, enclosing a stamped self-addressed envelope.

**Buy your Games Day ticket now
£1.50 per day**

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HELPERS: Games Workshop require able-bodied, intelligent and sophisticated helpers to join the Games Workshop trolls at Games Day. If you would like to help - particularly if you would like to run a demonstration game - contact Steve Baker at the address above.



Hello and welcome to another gruesome gallery of noxious nasties suitable for the *Fighting Fantasy* game. They can also be added to the wandering monster tables in the book *Out Of the Pit*, for use with our earlier article on rolling your own random solo adventures – though if I were you I'd think twice about including some of these monstrous little horrors! (*Calm down, Gascoigne, and get on with it!* – *The Warlock*). Alright boss, keep your scales on! I just wanted to ask the little reptiles if they wouldn't mind sending a few more monsters in, as the pit is getting a bit empty. Since you insist, though, I shall just pull back the bolts and let this month's monsters out . . .

LIGHTNING CREATURES

by Barnaby Holmes

SKILL: 7

STAMINA: 10

Habitat: Mountains

Number Encountered: 1

Type: Elemental/humanoid

Reaction: Hostile

Intelligence: Average

The Lightning Creature is a shocking monster which dwells only at the storm-lashed tops of the highest mountains or on the Elemental Plane of Air, where it can rely on a continuous supply of the lightning which keeps it alive. Made up of pure elemental energy, it assumes a vaguely humanoid shape for most of the time, though it can transform itself into other shapes if need be. It is related to the Air Elementals, it is thought, and is sometimes found in their company. Storm Giants sometimes use them as guardians of their cloud-based citadels, but Lightning Creatures are most commonly found on their own.

Lightning Creatures need the power of the thunderstorm to keep them supplied with energy, and must be struck by lightning at least once a month to survive. The power of the bolt is stored in their crackling bodies, ready to be unleashed at a moment's notice. Because of this, fighting a Lightning Creature can prove to be very perilous. If you hit one with your sword, or any other metal weapon, you will be electrocuted in a flash of sparks.

If you score a successful hit, the creature will take one point of damage, but you will take two and your sword will be buckled and blackened, and all but useless. If the creature hits you it scores a normal 2 points of damage, except if you are wearing metal armour, in which case it causes 4 points! Throwing a weapon at the creature will require you to *Test*



Your Skill, by rolling less than or equal to your **SKILL** score on two dice. If you succeed, the weird monster will short out, causing it 5 points of **STAMINA** damage, though the weapon will be lost. Similarly, throwing something like a bucket of water over it will require you to make a successful *Test Your Skill* roll again.

Some adventurers have reported encounters with a rarer type of Lightning Creature, which can also shoot brief flashes of electricity at their opponents. After the normal attack has been made, a roll of 1 or 2 on one die means the Lightning Creature has zapped its opponent for a further 2 points of electric shock damage! As you can imagine, therefore, Lightning Creatures are very dangerous opponents – should you ever meet one you'd better pray you remembered to put your leather armour and rubber boots on!

SHROUDED WANDERER

by David Picking

SKILL: 9

STAMINA: 13

Habitat: Dungeons, Caves, Ruins

Number Encountered: 1

Type: Undead

Reaction: Hostile

Intelligence: High

When the Demon Princes gather their undead hordes into armies to attempt another cataclysmic assault upon the Earthly Plane and the Forces for Good, they choose as their captains the Shrouded Wanderers. Always appearing as a tall, decaying skeletal figure clad in a rich but rotting shroud, a Shrouded Wanderer is a thoroughly evil being which only maintains its unliving state by virtue of its own extreme wickedness. When not called upon to lead a battalion of howling hordes from the Abyss, a Shrouded Wanderer stalks dark and dangerous places in search of victims to kill in sacrifice to his satanic masters.



A Shrouded Wanderer's unflinching hatred of all living things endows it with a tremendous strength, but it rarely ever needs to engage in close combat. When danger threatens it can summon to its aid either 2 to 7 Zombies (all SKILL 6 STAMINA 6) or 1 to 6 Ghouls (all SKILL 8 STAMINA 7, and with the usual paralysing ability, as described in detail in *Out of the Pit*). If a Shrouded Wanderer is forced into combat it will usually fight with a weapon such as a long sacrificial dagger, though on the battlefields of Chaos it will use a heavier weapon, such as a sword, which will be enchanted to cause 3 points of damage on a successful hit when used by an undead creature.

Like all the most powerful members of the undead, a Wanderer can only be harmed by silver or magical weapons, which cause the usual 2 points of damage. Normal weapons will appear to cut into the creature, but will not cause it any actual harm. The best weapon to use against a Shrouded Wanderer, however, is fire – a successful hit using a blazing torch or a vial of lantern oil will cause 4 points of damage to the creature as its deathly dry shroud and skin gets consumed by the flames. They have no fear at all of crucifixes, holy water or other blessed artefacts.

Any living being killed by one of these vile creatures does not become a member of the undead themselves, but remains dead forever. Even the gods cannot raise to the Happy Battleground an adventurer who has died at the skeletal hands of a Shrouded Wanderer.

COBRA PEOPLE

by Simon Hall

SKILL: 10/9/6

STAMINA: 8/6/4

Habitat: Deserts, Ruins, Wilderness

Number Encountered: 1 to 3

Type: Reptile/humanoid

Reaction: Hostile

Intelligence: High



Illustrations by Darren Chandler

Created by an insane caarth witch-priest to honour the satanic Demon Prince Sith, Cobra People (also known as kassistra to the caarth) are a hybrid between snakes and humans. They share many of the physical characteristics of the Serpent Guard (called justrali by their caarth masters), being leathery-skinned human-armed snakes around 3 metres in length. Their eyes are red, their fangs needle-sharp and venom-carrying. Originally bred as servants to the snake people, they have slowly managed to escape their master's rule, and now live in solitary family groups well away from civilisation, be it human or caarth. They may be warriors or priests, worshipping a wide range of greater and lesser demons, including Sith herself, Trabaten the Lord of Exentation (a demigod servant of the repulsive demon Ishttra), Vermistra Queen of Serpents, and many more.

The scores given above for SKILL and STAMINA are for adult males, adult females, and young respectively. Both male and female share all the daily duties, though most of their priests appear to be adult females. Both sexes possess a number of special attacks which can make fighting Cobra People very dangerous. Cobra People have poisoned fangs, which they will use 3 times in 6 (roll 1 to 3 on one die) after they have scored a successful hit, to cause a further 1 to 6 points of damage, in addition to their normal 2. More importantly, though, the victims begin to stiffen, and within 6 Attack Rounds they will be completely paralysed, unless a healing potion (such as a *Potion of Stamina*) can be applied. The paralysis will last 4 to 24 hours – roll 4 dice and total their scores. Once their victims are paralysed, the Cobra People will drag them back to their encampment to eat or enslave.

With any group of Cobra People warriors, there is a 1 in 6 chance that one is a priest. Priests fight alongside the warriors, but as well as the deadly venom attack they have the power of mesmerism! This cannot be used during battle as such, for it requires the victim to be close enough to be entrapped by the brilliantly-sparkling eyes and soft, soothing hiss of the priest. Resisting the hypnotism of a Cobra People priest requires two successful *Test Your Skill* rolls. If they fail they will be all but completely under the control of the sinister priest, who can order them to do just about anything apart from killing themselves – though they can be told to kill others. They can only be freed from the grip upon the death of the priest who hypnotised them. Since the Cobra People are so well-armed with weapons and poison, though, this rarely happens . . .

ARCRON

by Chris Bormond

SKILL: 8

STAMINA: 10

Habitat: Dungeons, Ruins, Caves, Wilderness

Number Encountered: 1

Type: Monster

Reaction: Hostile

Intelligence: Average

Arcrons are peculiar jelly-like creatures covered in tentacles and suckers, found wandering in a number of desolate parts of the world. They are foul beasts, the result of

an accident during an experiment to spawn a new creature carried out centuries ago by the sorcerer Ransond, of the all-but-forgotten land of Sorvok. During his experiment something went drastically wrong and the laboratory exploded, killing the wizard but letting his new creation escape. The badly-mutated creature fled into the wilderness, and little was heard of it for many years. However, the Arcron reproduces by dividing into two perfect copies of itself, like an amoeba, every twenty years or so. Now, over half a millennia later, there are many hundreds of the beasts scattered around the world, wandering the wilds in search of food.



They are repulsive beasts, covered in a thick slime which smells vilely. More importantly, though, the mucus is sticky. If an adventurer scores a successful hit on it, their weapon will injure the creature, but then stick to its slime on a roll of 1 to 5 on one die. It would not be too difficult to prise off, if one could get a foothold and tug, but unfortunately the creature has several long tentacles, with which it will try and enfold and crush its opponent. If the Arcron scores a successful hit, there is a 3 in 6 chance that its sucker will have stuck on to its opponent, who must then score a successful hit in the next round to break free, or take another 2 points of damage. Because of their sticky slime, Arcrons are terrible beasts in fight, though an adventurer can sometimes gain a good idea of their nature from the weapons and bones stuck to them, the remains of previous, less-fortunate adversaries.

This month's crop of nasties are a vicious lot, aren't they? Keep sending in your monsters to *Out Of The Pit*, but do remember to put your name and address on each one that you send. You can send submissions together with a letter, or an article, providing you mark each item clearly so our rather stupid new Editor doesn't burn or eat the wrong ones by mistake. More blood-curdling beasties in two months time . . . if you're still alive by then, that is!

TOUGH ON THE STREETS

In the futuristic nightmare known as Mega-City One, only a handful of men and women uphold The Law. They are the Judges, and this is the story of the most famous of them all – Judge Dredd!

Who's the most popular comic character in Britain? No, not Dennis the Menace – he's nothing without Gnasher now! Derek the Troll? You jest, surely! No, it's Judge Dredd, who stars every week in the galaxy's greatest comic, *2000 AD*! And why is he the greatest? You mean you don't know? Let us explain . . .

Judge Dredd first walked the streets of Mega-City One in February 1977, in issue number two of a new comic called *2000 AD*. He was a policeman, but no ordinary one! The year was 2098, and normal police officers had been replaced by the Judges, who managed to combine police, judge and executioner all in one. They were dressed in menacing black uniforms that protected them from some of the knocks they received in the line of duty, and wore all-over helmets that hid everything but their mouths! Their futuristic weapons, Lawgivers, could fire six different types of shell, including Heat-Seekers and the rebounding Rubber Ricochets, according to the needs of the situation. Patrolling the Mega-City on foot or mounted on Lawmasters (massive armoured bikes that carry powerful laser cannon and an intelligent computer) they hunted down criminals wherever they tried to hide.

Judge Dredd quickly established himself as a stern, rather po-faced justice-machine without much sense of humour or compassion, but who always got his man. To him the citizens are all potential criminals, and he has no time for their peculiar ways – some of them very peculiar! Mega-City One is a truly bizarre place, full of weird and wonderful things. Perched along the eastern edge of what was once the United States, it is penned in by the Cursed Earth, a vast radioactive desert that stretches across the continent, roamed only by disgusting mutants and renegade dinosaurs (yes, dinosaurs – scientists bred them genetically from fossils but they escaped and

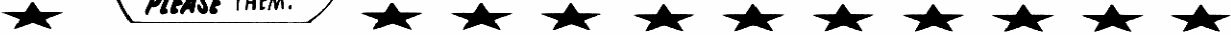
spread!). In the other direction there is only the Black Atlantic, a foul, pollution-encrusted ocean which stretches as far as Brit-Cit and a nuked-out Europe.

Mega-City One in 2108 is home to close on 420 million people, all of them absolutely crazy! Over 90% of them are unemployed as the result of robots and droids, so the citizens are forever looking for daft ways of spending their time. There's Boing!-be-, a miracle spray-on substance that swells up around the user and lets him bounce around like a ball! It used to be used in the streets, until people started getting squashed; now its use is only permissible in the special Palais de Boing, where people can bounce around to their heart's content. Some citizens spend their time *eating* for a hobby; gross Mega-City fatties, as they are called, can weigh up to 2 tonnes, their vast bulk supported by wheels at the front and back! Other cracked citizens keep up with the latest fashions, making themselves Ugly by using special creams and sprays to add spots, warts and boils! And some just turn to crime . . .

Dredd himself said that every citizen was a potential criminal, and he was right! There are so many perps ('perpetrators') in the Mega-City that the Judges have trouble coping with them all. Right at the top are the criminal gangs, the mobs, who model themselves on the old syndicates and gangsters of centuries before. They run rackets in selling body parts, illegal youth drugs (known as 'stookie glanding', after the parts of the alien creatures the drug comes from), sugar, old comics, addictive sweets known as Umpty Candy, anything that is illegal and will fetch a high price. Inter-gang wars, The Mega-Rackets, keep whole areas of the Justice Department busy all the time, what with all the smuggling, armed robberies and inter-gang murders.

After the mobs come the professional perps, bank robbers, murderers, vigilantes and the like. Hired killers set themselves up as Blitz Agents, hiring their deadly services to the highest bidder. Street pirates leap from speeding hover-cars to rob the ever-circling Mo-Pads, giant mobile homes which help ease the city's chronic housing shortage. Taps and dips perform muggings and pick pockets. The street punks are a big problem, with bored young citizens trying to find something to do to pass the time between school and retirement – even if it breaks the Law.

And then there are the ordinary citizens, with their petty intrigues and heinous crimes. Actually, there are so many laws in Mega-City one it isn't in the least bit surprising that citizens break the Law. On the roads there are rules about driving too slow as well as too fast; dropping one piece of litter will earn someone six months in the 'Cubes; it seems that the Law is everywhere! Most citizens live in towering city-blocks, crammed into tiny apartments with their equally crazy neighbours. It's no wonder that many turn 'futsie' under Future Shock Syndrome, just grab a gun and start shooting! Others, though, manage to get away with legalised violence by joining the local battalion of the Citi-Def peoples' militia to train with real weapons in case of war. Their 'exercises' have been known to demolish whole Sectors of the city!



LAW-GAMING!



In the pages of *2000 AD* you can read about the exploits of that most famous of all lawmen, Judge Dredd . . . but with these games you can be him! Robert Neville tells you all about them.

Alright, so we're going a bit overboard on *Judge Dredd* this issue, but why not? He's the most popular comic book character in the UK, and so many of you lot have written in asking, nay, pleading with the Warlock to have a Judge Dredd feature. Of course, the thing that is most interesting to us all is that there are a number of great games and miniature figures based upon the man and his enemies. Even better is that over the page you will find a free pull-out Judge Dredd game to play yourself! How do we do it? Simple – we're brilliant.

Anyway, let's have a look at these games then. *Judge Dredd – The Boardgame* is the best place to start, as it's ideally suited to both new and experienced gamers. For beginners it offers some very easy rules, fast and exciting play, and a very good introduction to Judge Dredd's world. For more experienced gamers, though, it provides a great excuse to forget all that heavy-handed dungeon-crawling and monster-bashing and simply have fun! (It's also a great game to have around when you are trying to entertain some of your more boring non-gaming friends for a few hours – even a complete idiot can play this game with only a modicum of help!). And for all you *Warlock* readers, of course, there is an added attraction in that the game was developed by someone called Ian Livingstone, who you may just have heard of.

Each player is a Judge, stalking the streets of Mega-City One in search of perps (criminals) to arrest. The Judge catching the most perps wins the game – couldn't be simpler, eh? Well, no, actually. Play is governed by the use of Action Cards, which allow each player to move quicker, shoot straighter and so on

– but everyone also has hindrance cards, which slow you down, spoil your aim and so on. It gets quite frustrating when you are just about to arrest Judge Death for Littering, with the help of Judges Dredd, Anderson, Hershey and Giant, with a laser team and stumm gas support – and the creep turns out to be the notorious spent, Edwin Parsey, who makes his living confessing to other peoples' crimes! That sort of thing is happening all the time, which means the game is great fun, with everyone trying to stitch the other players up while still making their own arrests!

Incidentally, the game is very pretty to look at, with board and cards drawn by the various Judge Dredd comic artists. One nice feature is the booklet which comes with the game, explaining all about the Mega-City, its crimes and criminals by providing background information for all the cards. In short, this game is simple, fast and fun, but makes a tremendous change from all those long-winded wargame things. It's a very suitable game for a beginner to gaming who's only played Monopoly and a few gamebooks before, but more sophisticated gamers have been known to enjoy it too!

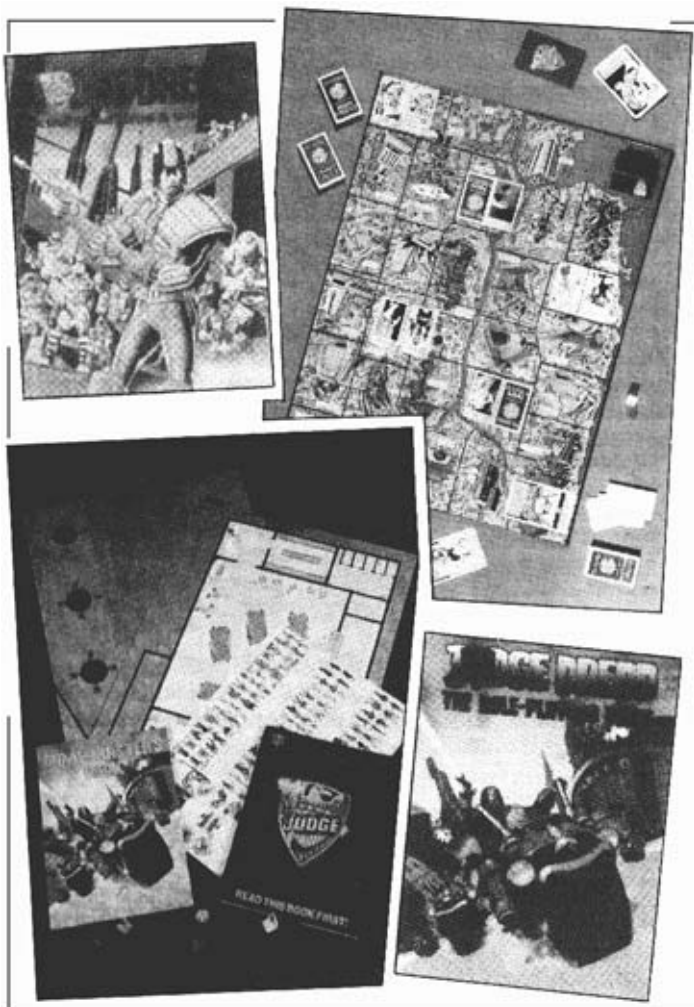
I am going to have a bit of trouble talking about the next game, for the very simple reason that it was designed by two people rather close to *Warlock* magazine, figures columnist Rick 'Head-severer' Priestley and Marc 'Editor of *Warlock* and don't you forget it!' Gascoigne (*That's right, work yourself out of a job – Ed.*). I have to tread very carefully here, or I'll end up in the same state as Jamie Thomson. The game I'm trying to summon up the courage to describe is *Judge Dredd – The Role-Playing Game* (you know, these Games Workshop people come up with some really imaginative titles, don't they?).

Actually, I needn't worry very much, because it's not a bad game. Just because it happens to be the best-selling rolegame in the UK at the moment, and just because it's won a few awards; that won't affect me! The game is a multi-player role-playing game. That means it is like *Fighting Fantasy* (the book), but more complicated. Games are run by a referee, the Game Master, who sets up and runs adventures for the players (the Judges) to play in. The game comes as two books plus a set of dice and maps. The first book, *The Judge's Manual*, tells the players how to define their Judge by using characteristics like Strength, Initiative and Combat Skill (just like our own SKILL, STAMINA and LUCK, really), how to fight and perform investigations, and how to be good Judges.

In the other, much fatter *Game Master's Book*, there are rules for inventing adventures, for playing criminals and creatures, and for running the game during play. This book also features an amazingly comprehensive background section which tells you just about everything you want to know about Mega-City One, from slang words for an anorak to the price of a robe-dog licence! Even if you've never ever seen a Judge Dredd comic you'll quickly be able to run a game of JDrp because of all this background – and the fact that the game is crammed with illustrations taken from the comic, of course!

JDrp is not really recommended for outright beginners, as it is quite a complex game, and a big step up from the likes of *Fighting Fantasy*. However, if you have some experience of games like *Dungeons & Dragons* and other more advanced rolegames you will really enjoy being a Judge for a day with *Judge Dredd – The Role-Playing Game*. There is already an adventure pack for the game, called *Judgement Day*, which features the return of a master criminal and several very weird events. Can't say any more or I'll ruin the plot for those of you who want to play it! Suffice to say that it is great fun, and that there are many more adventure packs being prepared even as you read this. Alright then, if you'll excuse me, citizens, Judge Neville has got some perps to catch. Now, where did I put my Lawgiver?

Judge Dredd – The Boardgame, Judge Dredd – The Role-Playing Game, and Judgement Day are all produced by the mega-brill Games Workshop (don't they get everywhere?) and are available in all the best games and toy shops.



Metal Mayhem

Welcome to Metal Mayhem, our brand new figures page. In every issue we will be showing you the very best figures, designed by the award-winning sculptors, and painted by the most talented painters. For the very first column we thought we'd show you a selection of Judge Dredd figures, since we've got rather a lot of Judge Dredd in this issue, and some of the latest figure releases, all from good old Citadel Miniatures. That's enough words for now; let's look at the pictures.

- Fig 1** JD13 Sky Surfers painted by Colin Dixon
- Fig 2** JD1 Judge Dredd painted by Colin Dixon
- Fig 3** JD9 Fink, Link & Mean Angel painted by John Blanche
- Fig 4** JD6 & JD2 Anderson & Fear painted by Colin Dixon
- Fig 5** JD3 Perps take on Link Angel. No Contest! Painted by Colin Dixon & John Blanche
- Figs 6-11** Lant, Grum, Bronz, Grum, Grim & Ulfar, some of the New Imperial Dwarves painted by Colin Dixon
- Fig 12** Skaven Battle Crew painted by Pete Taylor Winner of Best Regiment at Birmingham Dragonmeet.
- Fig 13** ROR3 Groms Goblin Guard painted by Kevin "Goblin Master" Adams with the New Monster Paints Set.



Fig 1

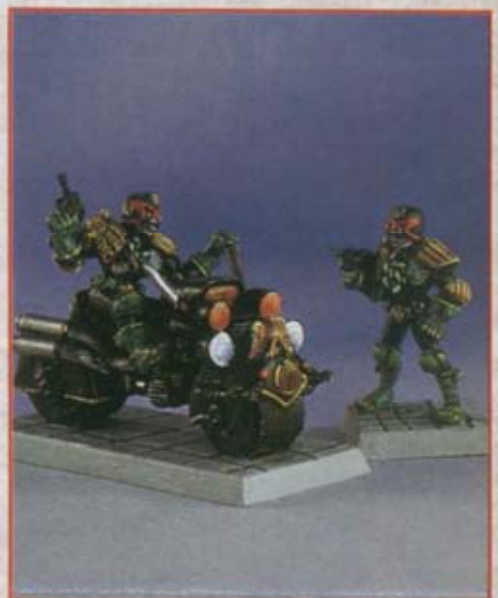


Fig 2



Fig 3



Fig 4



Fig 5



Fig 6



Fig 7



Fig 8



Fig 9



Fig 10



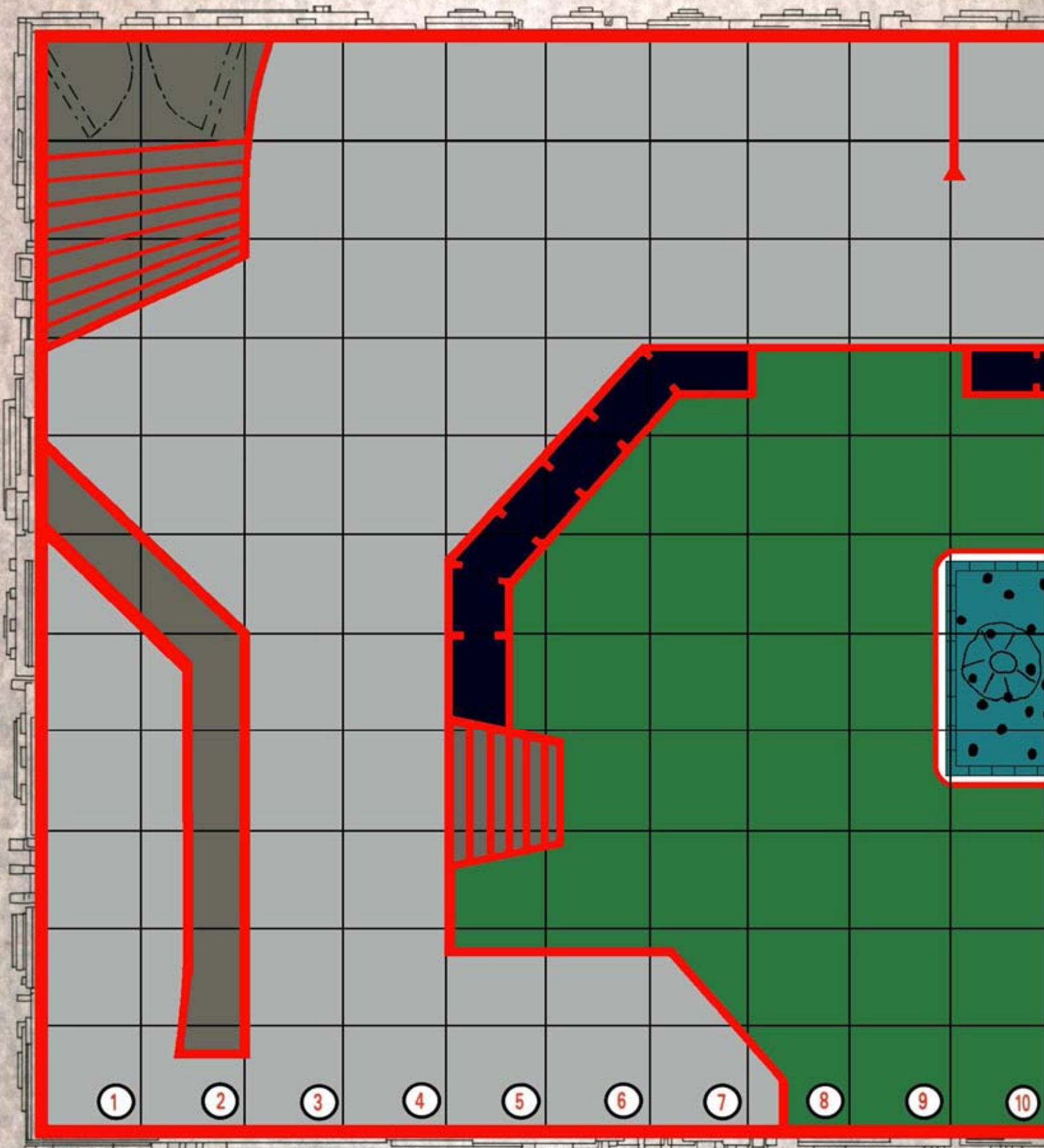
Fig 11



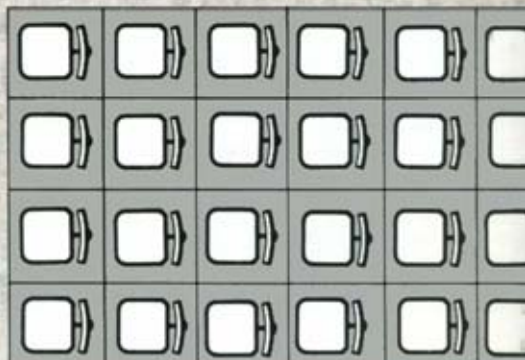
Fig 12



Fig 13

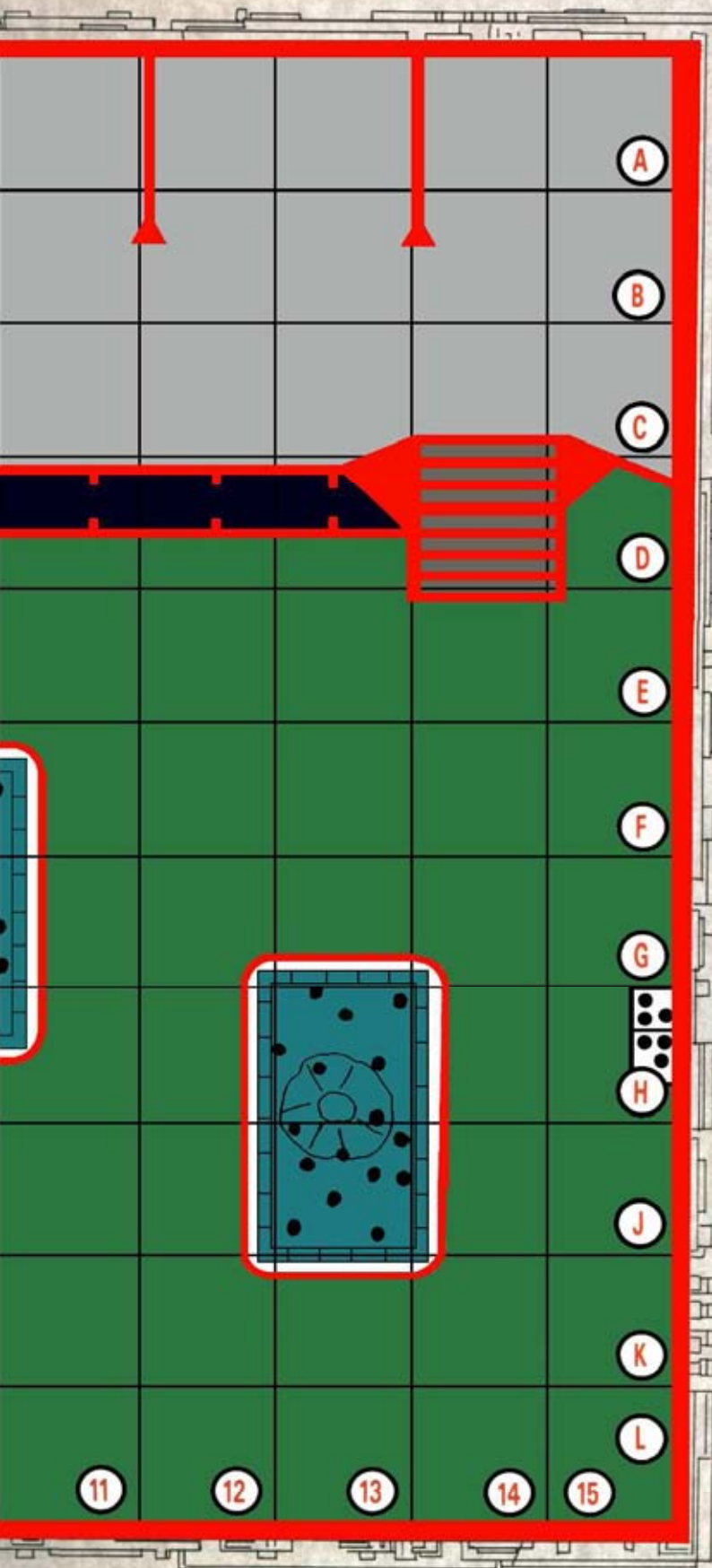


TABLES



CHAIRS

SHUGGY MALL DRAWL



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▼	▼	▼	▼	▼
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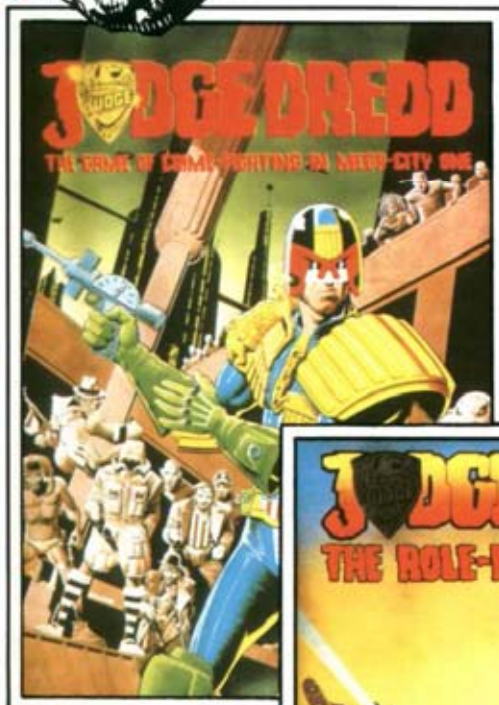
VID PHONE	TR-OX	THE RAT	
		LAMP	
		LAMP	LAMP

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See text for assembly instructions



ARE THE LAW IN MEGA-CITY ONE!



JUDGE DREDD

THE GAME OF CRIME-FIGHTING IN MEGA-CITY ONE

Mega-City One, where more than 400 million citizens live on a knife-edge of tension. Crime is a way of life for many, but one fact can be relied on - **Judge Dredd** is the Law! Whether the crime is littering or murder, no one escapes his justice. Now you can join **Judge Dredd** in this fast-action board game of crime-fighting in Mega-City One. You can arrest the Angel Gang, Judge Death, and other notorious lawbreakers - but look out, they're tough, and sometimes you might need a robodoc to fix you up.

only
£9.95



JUDGE DREDD

THE ROLE-PLAYING GAME

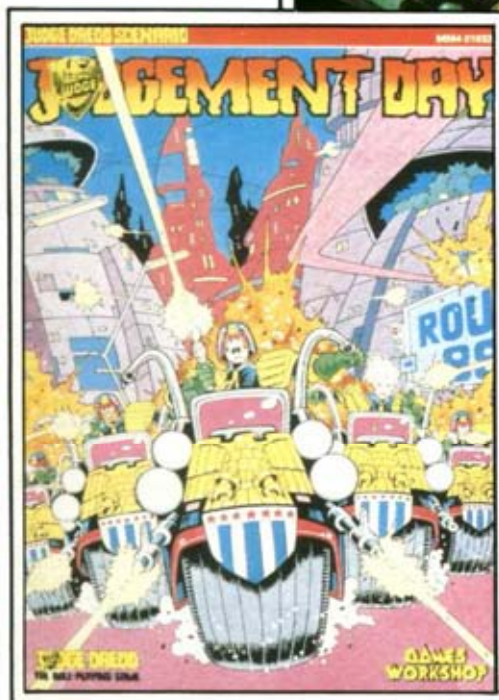
In **Judge Dredd - The Role-Playing Game** you become a Judge and strive to uphold the law in a city of over 400 million (every one a potential criminal!). This is a game playable by upwards of two players plus a controlling **Game Master** who acts as the players' guide, taking them from adventure to adventure in their relentless battle against crime. Special game features include:

Judge's Manual covering all you need to know about creating your own Judge character, developing special abilities, and using all of the Judges' equipment such as the Lawgiver, Lawmaster, etc.

Game Master's Book giving special rules for running the game, detailing the Mega-City, city blocks, perps, etc. A unique collection of information about Mega-City One culled from the pages of *2000 AD* and assembled into one package. Includes a guide to the crimes, perps and even slang of the 22nd century!

Plus! Cut-Out Character sheet with over 60 stand-up card characters for you to use with the game, 2 **play sheets** and a set of **polyhedral dice**.

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£12.95



JUDGEMENT DAY

THE FIRST ADVENTURE PACK FOR JUDGE DREDD THE ROLE-PLAYING GAME

Judgement Day contains a complete scenario for the Judge Dredd game. As a team of Judges temporarily assigned to the SJS, the players pursue a trail of mystery to the prison colony of Titan. There they will learn of the terrors in store for the inhabitants of Mega-City One, before they return to earth to face one of 2000 AD's greatest villains in a cataclysmic fight to the finish! **Look out for future Judge Dredd Scenarios.**

only
£3.95

GAMES WORKSHOP

Judge Dredd - The Role-Playing Game is a sophisticated, open-format game without conventional board or playing pieces. The action and events take place in the imaginations of the players and game master. Recommended for ages from 12 to adult. For information on the Citadel 2000 AD's Judge Dredd Minatures range, send a S.A.E. to Games Workshop Mail Order or ring the hotlines.
GAMES WORKSHOP MAIL ORDER, CHEWTON STREET, HILL TOP, EASTWOOD, NOTTINGHAM, NG16 3HY, UK
GAMES WORKSHOP US, 8920 ROUTE 108, COLUMBIA, MD 21045, USA



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SHUGGY HALL BRAWL

As part of our special feature on Judge Dredd, we thought you would enjoy playing a game based in Mega-City One. So, using the special pull-out mapboard in the middle pages, Warlock presents a thrilling battlegame for you and your friends to play and enjoy.

INTRODUCTION

This all-action boardgame features a brawl in a shuggy hall, a futuristic entertainment centre in Mega-City One, in the year 2108 in what was once the United States of America. Each player takes on the role of a gangster, street punk or mutant, who must fulfil his or her given task before the all-powerful Judges arrive to arrest everyone! You will need some ordinary six-sided dice, pencils and paper. The game has been designed for use with the simple *Fighting Fantasy* rules, but we have also inserted stats for Judge Dredd – the *Rote-Playing Game*, if you would rather play it with that. If you intend using the JDrpg rules, you should ignore absolutely everything under the heading 'How To Play' (you can read it, but you'll only be wasting your time!). There is one very major difference between Shuggy Hall Brawl and the JDrpg – in this game you play the bad guys!

THE PIECES

Carefully prise up the staples and remove the colour middle pages of this magazine, before bending them back again (a screwdriver or blunt knife may help). It will help if you stick the double-page spread to a sheet of card to strengthen it before you snip it out. Photo-copy or snip out the record cards from page 27 and separate them into a small pile. Cut out all the counters and accessories (or use metal miniatures), to leave the plan of the shuggy hall. What's a shuggy hall? Let us explain . . .

In the 22nd Century city known as Mega-City One there is unemployment well over 90%, so there is a great mass of people who need entertaining all the time. Shuggy is a weird kind of snooker or pool played on a table with lots of hills and holes all over it. It is played in shady dives in the seedier parts of the Mega-City, where gangsters and punks place illegal side-bets on the outcome of the games and live in constant fear of raids by the Judges.

THE PLAYERS

This game can be played with from three to fourteen players, providing you can get them all around the table (and providing

you know fourteen people who want to play!). You'll also need a referee or Gamesmaster who will govern the game and play all the other characters (usually called Non-Player Characters, or NPCs). If no-one wants to volunteer to be the referee you will have to offer, since it's your copy of the game. Don't worry, though, because being the referee is even more fun than being a player! If you have three or four players you may allow them to play three characters each; if you have five, six or seven you can let them play two each.

Before you play, you should place the various accessories on the board, in the following places—

Tables: A6, A10, A13, A14, 84, C7, D4, E7, E12, F6, J7, J11

Chairs: around bar, tables & walls (and under starting characters!)

Vid-Games: D8, D9, L8

Plants: D6, E5, K7

Vid-Phone: L7

Lamps: F15, J6, L15

Tri-D Screen: B11

Fire Extinguishers: A3, D15

Each of the characters also has a starting location. You should call out each number in turn (starting with number 1, of course) and allow the player to place his or her character on the appropriate spot. When you come to the NPCs you can place them yourself (won't that be exciting?).

HOW TO PLAY

At last!, you think to yourself. This game uses a modified version of the good old *Fighting Fantasy* rules as invented by those two megastars Steve Jackson and Ian Livingstone (we have to mention them or they sulk). Take a look at one of the characters from page 27. Each is defined as having **SKILL**, **STAMINA** and **LUCK**. If you've ever played a *Fighting Fantasy* book you'll know exactly what those represent; please bear with us while we explain them to the newcomers . . .

SKILL: This reflects the character's amazing combat prowess. If it's a high number he or she is a good shot and has a powerful right hook; if it's a low number they are a complete and utter sap and had better stay out of the way or they're gonna get hurt!

STAMINA: Now this one shows how tough the character is. Big, fat and strong people have high Stamina scores; weedy wimps have low ones. Couldn't be simpler! When you get hurt your STAMINA goes down. To recover 2 points of STAMINA a character must stay in the same place, without doing anything other than talking (not even defending themselves from attack – it's hard work, resting) for 3 Rounds!

LUCK: This last score simply indicates how naturally lucky the character is. Luck will help someone dodge flying bullets, exploding bombs, pianos falling from windows, and so on. Lucky people are going to survive the most incredibly silly situations without batting an eyelid. Conversely, unlucky people tend to trip over their own shoelaces a lot.

As you'll soon see, the **SKILL**, **STAMINA** and **LUCK** scores will change constantly during the game. If any of these scores reaches ZERO (or even less!) the character is considered unconscious or dead or completely vapourised, and must leave the game!

Testing Skill, Stamina or Luck

At various times during the game we are going to ask you or the players to *Test Your Skill*, for example, or one of the other two scores. At this point you should roll two dice. If the result is less than or equal to your score, you have succeeded in your test; if it is greater than your score, you have failed. The various rules below will tell you what happens if you are successful or not (keep on reading – all will be revealed!). **LUCK** is a bit dicey, though, because every time you are called upon to *Test Your Luck* you have to reduce it by one point. Be very careful when choosing to *Test Your Luck*.

THE ROUND SEQUENCE

Every character in the game is allowed to do one thing in a round. All these 'things' are listed below. As GM, it will be your job to ask each character in sequence what they will be doing in their

part of the round, and to record the rounds as they go by. How does this work? Let's show you!

For example, you ask the owner of character 1 (Jimmy the Jammer) what he's going to do. He replies that he'll move towards the bar. Character 2 wants to stay put and passes. Character 3, played by a jerk not known for his subtlety, hits character 6 over the head. They fight using the rules below. Character 4 throws a vid-game at character 9, which luckily misses. Character 5 sneaks over towards the vid-phone to ring the Judges. Character 6 punches character 3 back... and so on, until everyone including the NPCs have had a go! Then it's round 2, and so on, until everyone is dead or fed up or it's time for tea . . .

THINGS!

Characters may perform one of the following during their part of a round. They may also speak at any time, without using up their turn.

Moving: Every character has their own movement rate, in squares, detailed on their character cards; the rate for the NPCs is detailed below. If someone wishes to move in their round, they may do so up to the full extent of their movement rate. They don't need to use all of their movement rate, but they can't save any for next Round. Movement is sideways or along – never diagonal. However, it can also be up or down. Climbing onto a table, chair or shuggy table costs one movement point, even though you are staying on the same square. Climbing up a ledge from one level to the next costs two points. Each square can only hold one character at a time.

Fighting: If someone wants to hit someone with something, or to shoot someone, they do the following things. For a punch or hand-held weapon (like a club, hand-bag or table) the opponents must be on adjoining squares on the same level. Each player rolls two dice and adds them to their SKILL. Whoever has the highest score has scored a hit and the other person must lose some STAMINA points. The damage for each character's weapons are listed on their character cards; if they don't have a weapon their fists will do 2 points of damage. (Alternatively, you could use the new rules presented in *Take That!* in the last issue – we'll shift them back issues somehow!)

For a missile weapon like a gun, or for throwing something at someone, the person attacking must first find out if the target is in range (all plants, cues, chairs, fire extinguishers and lamps may be thrown for three squares and two points of damage; the rest are prohibited except as detailed on the character cards). The attacker must then *Test Their Skill* using two dice. If they make it, the shot has hit and the target loses the appropriate damage. If someone is hiding behind a large object like an overturned table, a shuggy table or the bar you should add 2 points to the dice roll (i.e. they are harder to hit!). For a missile being thrown rather than fired, the target is allowed to *Test Their Luck* to avoid the missile, if they so wish. If they are successful the object misses. To throw someone about, you must make a successful hand-to-hand combat roll; instead of damaging them you can throw them two squares (they only get hurt if they fall over a ledge).

Fire extinguishers are special weapons, for you can also spray people with them. They fire for 3 squares, causing 2 points of damage (*Test Your Skill* to hit, no save), but whoever is hit must also lose their next turn. On the right-hand wall of the hall there is a stand of ten shuggy cues. These may be thrown like javelins (see above) or can be used in a hand-to-hand fight where they add 1 point to the usual fist damage.

Falling: The shuggy hall map has three levels to it, differentiated by the various colours. Each level is two metres higher than the next one down, so it's more than likely that someone is going to fall or get pushed off it. Falling off delivers three points of damage unless they successfully *Test their Luck* (they don't have to make this test, of course). Falling off a chair or table causes two points of damage to STAMINA unless a *Test Your Luck* roll is made.

Other Actions: Any one of these may be performed in a turn, without resorting to die rolls – Play vid-game; Use vid-phone; Play shuggy; Buy drink; Put down weapon and get another one; Hide behind something; Perform special action (such as pick-pocketing) as defined on character cards. If someone wants to do something else not covered by the rules, it's the referee's job to decide whether they take 1 Round or 2, and whether they need a *Test Your Luck* to survive, and so on. See, we said it was fun being the referee!

THE JUDGES

It is the prime job of character 1, Jimmy the Jammer, to ring the Judges and then escape. As soon as he spends a Round on the vid-phone, roll two dice and add eight to the number. The Judges will arrive in that many Rounds time, everyone still in the club will be arrested, and the game will be over. If Jimmy hasn't rung the Judges by Round 20, the barman or his bouncer should try and ring them, if they are still alive!

THE NPCs

There are five characters for you to play, listed here. They have card counters but don't have character cards.

15. Barry Abnormal SKILL 8 STAMINA 19 LUCK 13, 3 squares, shuggy cue (3), 25 creds. Barry is with his girlfriend (Sadie Whiplash, 16) for a quiet game of shuggy. Anyone who even looks at Sadie will be eating shuggy cue! *Start F11*.
S2 I22 CS19 DS12 TS8 SS67 MS0 PS18

16. Sadie Whiplash SKILL 6 STAMINA 17 LUCK 10, 3 squares, shuggy cue (2), 8 creds. Sadie is here with Barry Abnormal (15) but would rather not be. She'd really like some tough, glamorous criminal mastermind to hang around with. She has a seduce skill attached to her SKILL, which operates like a hand-to-hand combat roll but causes no damage – if she wins the roll the target has to comply with her wishes for a Round (unless he does so willingly!). *Start H9*.
S2 I27 CS12 DS2 TS0 SS42 MS0 PS1

17. Bravo Smack SKILL 9 STAMINA 17 LUCK 12, 3 squares, fists (2), 2 creds/426 in till behind bar. Bravo runs this joint, and doesn't want anyone causing trouble. If anyone does he'll set Rollie on them, and then stay behind the bar throwing glasses and bottles at people (range 5 squares; damage 2; unlimited supply) *Start G1*.
S2 I21 CS28 DS24 TS18 SS65 MS17 PS6

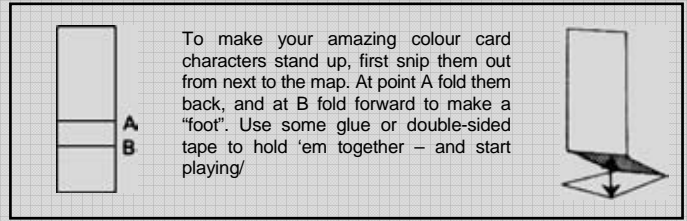
18. Rollie Apology SKILL 8 STAMINA 22 LUCK 6, 2 squares, fists (3), 12 creds. Rollie is so dense X-rays don't go through him, so when any trouble starts he will lay about him with great gusto. If things look like they're going very wrong, though, he will start to cry and try to hide under a table, blubbing for help. *Start A1*.
S4 I16 CS20 DS18 TS0 SS16 MS0 PS000

19. Rattie SKILL 12 STAMINA 9 LUCK 12, 4 squares, bite (3). The Cursed Earth rat in Dav Golding's bag starts the game under sedation, but unknown to the trader it is going to wake up. When it does this up to you – when the action flags let it gnaw its way out and start biting! Rattie is the star of our show, so use him wisely. Starts in bag at feet of Dav Golding, A9 – but don't place it on the board until it appears. Rattie has standard JD-rpg stats.



CAST OF CHARACTERS

Before play starts you should photocopy this page (you have permission to do this, for personal use only), clip out each character, shuffle them and dole the first fourteen out to your players according to the rules under Players above. The characters each have the following: Fighting Fantasy characteristics; movement rate in squares per turn; weapons/damage/range/shots; any creds (money) they are carrying. The card ends with the character's starting position on the grid, and the character's stats for use with the Judge Dredd role-playing rules. Remember that players should keep their character sheets hidden, revealing only what other people can see, as the game progresses.



To make your amazing colour card characters stand up, first snip them out from next to the map. At point A fold them back, and at B fold forward to make a "foot". Use some glue or double-sided tape to hold 'em together – and start playing!



1. Jimmy the Jammer, SKILL 9 STAMINA 16 LUCK 9, 3 squares, shuggy cue (2), 205 creds. You are a full-time shuggy player and a good one at that. Tonight you are feeling lucky, and are determined to take as much money as you can off everyone in the place. You are also a nark for the Judges, though – if any trouble starts you must try and creep around to the phone to ring them. After that, try and grab any money lying abandoned on the shuggy tables. *Start K14.*
S1 I35 CS18 DS5 TS10 SS70 MS10 PS5



2. Skum Three-Feet, SKILL 8 STAMINA 30 LUCK 7, 1 square, fists (3), 3 creds. You are a great big three-armed mutie. In fact, you are so big that you've sat at a table all evening without buying a drink but no-one's asked you to leave. That's just as well, cos you hate norms. If one talks to you you're just gonna have to hit him. You can throw a table or video game for 2 squares (4 pts damage) or a chair or other items – like people! – for 3 squares (3 pits damage). *Start D7.*
S4 I25 CS22 DS0 TS0 SS25 MS0 PS1



3. Martha O'Leary, SKILL 11 STAMINA 17 LUCK 12, 4 squares, fists (2), 21 creds. You came here for a quiet drink end pleasant game of shuggy but this place is the pits. You hate muties and man and shuggy players and people who drink and anyone who speaks to you. In fact, if anyone does anything to offend you are going to turn futsie and try and kill everyone in the place! *Start D4.*
S2 I29 CS18 DS17 TS23 SS5 MS0 PS2



4. Jack Jack Jackson, SKILL 9 STAMINA 22 LUCK 7, 3 squares, pistol (4/4/4), 188 creds in boot. You are a reporter trying to get the gen on the gangster Horrible Debut and so you've dressed as a typical citizen and have come here to take photos of her illegal deals or steal her private papers from her handbag. No one must suspect you are not an ordinary happy-go-lucky citizen – so act like one! *Start L11.*
S3 I22 CS19 DS15 TS3 SS19 MS6 PS11



5. Dav Golding, SKILL 11 STAMINA 18 LUCK 6, 3 squares, pistol (4/5/6), 25 creds. You have crept in here to deliver a contraband pet for someone – a deadly Cursed Earth Rat which you caught in the racilands – lying sedated in a sack at your feet. Your client said he or she would be wearing a pink rad-jacket. You're several thousand creds out of pocket and you hate having to sit near all these horrid muties! *Start A10.*
S2 I33 CS28 DS25 TS62 SS31 MS12 PS12



6. Kori Nationstrete, SKILL 12 STAMINA 19 LUCK 9, 3 squares, laser pistol (5/5/4), 643 creds. You are a vigilante, on the lookout for any crime you can. You are also looking for members of Martin Degville Block, who you will attack with an incredible violence. *Start C7.*
S3 I28 CS26 DS8 TS1 SS26 MS19 PS4



7. Dennis the Mincer, SKILL 9 STAMINA 24 LUCK 8, 2 squares, fists (3), 1 cred. You are large end not too clever, but you're fanatically loyal to 'Da Boss' (Luigi Luigi Frankie Luigi, 8). Or so he thinks. Really you'd love to ditch the little spug and be a bodyguard to someone like dot luscious Harriola Debut (14). *Start A14.*
S4 I19 CS29 DS0 TS0 SS16 MS0 PS1



8. Luigi Luigi Frankie Luigi, SKILL 7 STAMINA 21 LUCK 13, 3 squares, knife (3), 2110 creds. You've come here to talk terms with Harriola Debut (14). As soon as the woman's here you're gonna get Dennis (7) to bump her off subtle like. *Start A15.*
S2 I16 CS20 DS28 TSO SS75 MS0 PS6



9. Johanna Lubby, SKILL 12 STAMINA 21 LUCK 11, 3 squares, pistol built into bag (4/4/6), 2100 creds. You've set yourself up as the buyer of a rare Cursed Earth Rat, and are here to meet the buyer. Really, though, you hate animal dealers and are going to kill him for being so cruel to that poor little rattie. *Start J7.*
S3 I27 CS25 DS32 TS18 SS39 MS17 PS11



10. Pool Bumbender, SKILL 13 STAMINA 10 LUCK 12, 3 squares, fists (5), 22 creds. You are an incredibly drippy, really wimpy citizen, who come in here to pick up a woman! However, you are also a student of Jar-Koff, a special martial art that allows you to hurt people, providing they attack you first. *Start F5.*
S1 I63 CS72 DS3 TS0 SS1 MS12 PS2



11. Vaggie Scum, SKILL 10 STAMINA 20 LUCK 9, 3 squares, head-butt (3), 0 creds. You are here to play the machines. Trouble is, you've got no money and you know this drokking machine only needs 3 more goes to get to the jackpot! *Start D9.*
S3 I21 CS22 DS8 TS63 SS47 MS0 PS3



12. Suicide Sidney Simpson, SKILL 7 STAMINA 17 LUCK 7, 3 squares, machine gun (no bullets!), 653 creds. You've popped in hero for a quiet drink, but of course these places are so tough that your disguise is the only thing that will stop people mugging you. May tough and everyone will leave you alone! *Start B5.*
S2 I17 CS16 DS7 TS18 SS3 MS0 PS7



13. Frito Gumgee, SKILL 6 STAMINA 23 LUCK 6, 2 squares, bite (4), 45 creds. You are a mutie, but no-one would notice it if they didn't look too hard. That's good, cos if anyone says you're a mutie you're going to bite them! You collect shuggy balls, incidentally, so get as many as you can! *Start J3.*
S1 I27 CS22 DS12 TS19 SS7 MS0 PS18



14. Harriola Debut, SKILL 10 STAMINA 21 LUCK 12, 2 squares, pistol in purse (3/3/7), 502 creds. You've come to see that creep Luigi Luigi F Luigi, but what you are really looking for is a big, strong, well-armed man to be your bodyguard. Incidentally, you absolutely hate little men and wimps, and if anyone messes up your new dress they're gonna die! *Start E6.*
S3 I31 CS46 DS0 TS0 SS74 MS0 PS35



the land of changes

By Ruth Pracy

We present a sequel to *The Floating City*, printed in *Warlock 8*, for both *Fighting Fantasy* and *Dungeons & Dragons*. In the previous adventure, you fought your way through the cruel lands of Winter. Now you must return to the peaceful land of Summer—but first you must pass through Autumn!

This world you were born into has no seasons: only fixed regions of perpetual summer and winter and all shades in between. And you—who knows where you came from?—you wander on your solitary way wherever fancy takes you, meandering down the paths of adventure and legend.

It has been a long time since you left the Floating City in the land of Winter, and you are tired of wandering through the snowy wastes. Almost unconsciously, you have turned your steps homewards, towards the bright Region of Summer where you were once so happy. The weary miles are beguiled by memories of sunlit hills, happy pastures of rippling lakes and sparkling rivers, and blue skies. You will rest when you get there, you promise yourself all you need do is pass through Autumn . . .



You stand on the very edge of Winter looking out across a green valley to the wooded country beyond. It looks tranquil in the afternoon sun, but you know that it is a strange place, well deserving of its other name—the Land of Changes.

It is the dividing line between the regions of Summer and Winter—perpetual Autumn. But leaves cannot fall forever—they must also grow, and disquieting tales are told of them growing. It is said that the plants are different here; that they can bud, blossom, seed and die in a few short hours, and that the wind can play their growing as a minstrel plays his lyre. The warm winds from Summer cause all to bloom and grow, but in the chill of Winter they fall, or cower back in their buds. And when the wind gusts and swirls, ah! then the whole wood ripples and writhes with the coruscating iridescence of flowers and foliage opening and closing, swelling and shrinking. It is called 'the Changing', and is greatly feared. When it happens no traveller is safe—and if there should come a storm . . .

You shrug to yourself. Whatever the tales say, you have to cross the place to get home. Striding out across the valley with a resolute air, you plunge into the shadowy depths of Autumn.

Illustrations by Pete Martin

introduction

This issue's testing solo adventure is suitable for use with both the standard *Fighting Fantasy* rules, and the popular *Dungeons & Dragons* system; you may play using either. We have, as usual, included the *Fighting Fantasy* rules; you will also need 2 ordinary dice, a pencil and an eraser. To play it with the *Dungeons & Dragons* rules you will require the Basic Set (Set 1), a pencil and an eraser.

using dungeons & dragons rules

If you are using the *Dungeons & Dragons* system, you should roll up a first level Fighter, according to the method given in the Basic Set. Equip him or her with a sword and a shield (which style you choose is up to you, determined of course by your initial money roll); you also have a backpack, which holds a small supply of food and drink for your trip. In the text which follows, all special D&D material will be presented thus – *D&D: various special rules*.

Testing your Characteristics

During the course of your adventure you may be called on to *Test your Strength* or *Test your Dexterity*, for example. When this happens, you should roll a d20 and compare it to the named characteristic. If you roll less than or equal to your score, you have succeeded; if it is greater, you have failed. The options will indicate where you have to go and what you have to do in either event.

Recovering Hit Points

Towards the end of your adventure, as you near your goal, you may find that your Hit Points are falling dangerously low. There are two ways of restoring them.

POTIONS: In your possession you have two doses of a *Potion of Healing*, which you may take at any time during your adventure, except during combat or if you are being chased, to restore 2–7 Hit Points (see p43 of the *Dungeon Master's Manual* if you need any more details).

PROVISIONS: The food and drink you carry is good for five separate meals. Whenever you are not in combat or being pursued, you may sit and rest, and eat one portion of your Provisions. Eating a meal restores 3 Hit Points. Remember that you have a long way to go, so use your Provisions wisely!

using fighting fantasy rules

If you have already played the adventure in *Warlock 8, The Floating City*, you may continue to use the same character, if you wish. If not, follow these instructions and create a brand new adventurer.

You should first of all roll to determine your Initial SKILL, STAMINA and LUCK scores. There is an Adventure sheet here which you can use to record the details of your quest.

SKILL: This reflects your swordsmanship and general fighting expertise. Roll one die; add 6 to this number and enter the total in the SKILL box on the *Adventure Sheet*.

ADVENTURE SHEET

SKILL Initial Skill= Skill=	STAMINA Initial Stamina= Stamina=	LUCK Initial Luck= Luck=
EQUIPMENT LIST 	GOLD 	JEWELS
	POTIONS 	PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=
Skill= Stamina=	Skill= Stamina=	Skill= Stamina=

STAMINA: Your general health and fitness, your determination and your will to survive are all reflected in this score. Roll two dice; add 12 to the number rolled and enter this total in the STAMINA box.

LUCK: This simply indicates how naturally lucky you are. Luck – and magic – are facts of life in the fantasy land you are about to explore! Roll one die, then add 6 to this number. This is your LUCK score; you should record it in the appropriate box on the sheet.

As you'll see, your SKILL, STAMINA and LUCK scores will change constantly during an adventure. You should keep accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. However, you must never rub out your Initial scores. You may be awarded additional SKILL, STAMINA or LUCK points, but these must never exceed your *Initial* scores.

You have in your possession a sword and shield, and a backpack stocked with a few provisions (food and drink) to sustain you on your journey.

Fighting Battles On Your Quest

You may come across paragraphs which instruct you to fight a creature of some sort. You should resolve the battle in the following way:

First record the creature's skill and stamina scores in the first vacant Monster Encounter Box on your Adventure Sheet. The scores for each creature are given each time you have an encounter. The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Go straight on to Step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Go straight to Step 5. If both scores are the same, you have managed to avoid each other's blows – start the next Attack Round by going to Step 1 above.
4. You have wounded the creature; subtract 2 points from its STAMINA



score. You may use your LUCK here to do additional damage if you wish, as described below. Go on to Step 6.

5. The creature has wounded you; subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage.
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and maybe your LUCK score too, if you used it).
7. Begin the next Attack Round, by returning to Step 1.

This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature

If you come across more than one creature in a particular encounter, the instructions will tell you how to handle the battle. Sometimes you will treat them as a single monster; at other times you may fight each one in turn. You'll just have to wait and see what happens!

Testing Skill or Stamina

At various times during your adventure you may be called upon to *Test your Skill* or *Test your Stamina*. At this point you should roll two dice. If the result is less than or equal to your score, you have



succeeded in your test; if it is greater than your score, you have failed. The options will tell you what happens in either eventuality. You do not need to subtract anything from your scores when you *Test your Skill* or *Test your Stamina* – though you do when you *Test your Luck*, as you'll see in a minute.

Luck and Its Uses

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these will be given in the encounter itself), you may call on your luck for help to make the outcome more favourable. But beware! Using luck is a risky business and if you are *Unlucky* the results could be disastrous.

TESTING YOUR LUCK: Roll two dice. If the number rolled is equal to, or less than, your current luck score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current luck score, you have been Unlucky, and you will be penalised.

Each time you *Test your Luck* you must subtract one point from your current LUCK score. Thus you will soon realise that the more you rely on your luck, the more risky this will become.

USING LUCK IN BATTLES: You now know how to *Test your Luck*. However, in battles you always have the option of using luck either to inflict a more serious wound on a creature you have just hit, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded your opponent, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may take an extra 2 points from the creature's stamina score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA instead of scoring 2 points of STAMINA damage you do only 1).

If the creature has just wounded you, you may *Test your Luck* to try and minimise the wound. If you are Lucky you have managed to avoid the full damage of the blow. Restore 1 point of the 2 you should have taken. If you are unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina & Luck

SKILL: Your SKILL score will not change much during your adventure. Occasionally, a location may give instructions to increase or decrease your SKILL score. A Magic Weapon may increase your SKILL, but remember that only one weapon can be used at a time! You cannot claim 2 SKILL bonuses for carrying two Magic Weapons. Your skill score can never exceed its Initial value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your skill to its *Initial* level.

STAMINA: Your STAMINA score will change a lot during your adventure as you fight deadly adversaries and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for five meals. You may rest and eat at any time, except when in combat or if you are being chased, and you may eat only one meal at a time. Eating a meal restores 4 STAMINA points. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its Initial value. Drinking the Potion of Strength (see later) will restore your STAMINA to its *Initial* level at any time.

LUCK: Additions to your LUCK score are awarded throughout the adventure when you have been particularly lucky. As with SKILL and STAMINA, your LUCK score

may never exceed its Initial value. Drinking the Potion of Fortune (see below) will restore your LUCK to its *Initial* level, and increase your *Initial* LUCK by 1 point.

Magic Potions

On this quest you may take with you *one* of three bottles of magical potion, chosen from this list:

A Potion of Skill – restores SKILL points.

A Potion of Strength – restores STAMINA points.

A Potion of Fortune – restores LUCK points and adds 1 to *Initial* LUCK score.

The potion may be taken at any time during your adventure, except during combat or when you are being chased; you don't need a special instruction to take it. The drink will restore the appropriate characteristic to its *Initial* level (and add 1 to it, too if you take the *Potion of Fortune*).

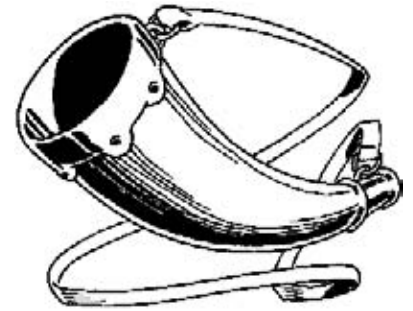
Each vial of potion holds enough for two measures. In other words, you may restore the same characteristic twice during the adventure.

Now you are equipped and ready for all that lies ahead of you. Let the adventure begin . . .



1

The forest itself is very still, but all around you is a whispering and a rustling, almost like the sound of tiny creatures laughing and the scuttle of little feet. Your spine tingles and the hairs on the back of your neck stand up, and although your reason tells you that the sounds are perfectly natural, you *feel* you



are not alone. You have learnt to trust your keen instincts by now, so stealthily you draw your sword and tiptoe forward – but your steps sound like cannon fire on the accumulated leaves and twigs of a hundred autumns!

You stop again, wondering what to do. Will you shrug and step out boldly, letting anyone who wants to hear you (turn to 54)? Or perhaps you should tread even more cautiously, aware that your noisy progress will attract the attentions of any large creatures nearby (turn to 41)? If neither of these appeal to you, maybe you should retrace your steps and look for a more suitable way through the wood (go to 139).

2

You are startled and amazed to see that the inside of the nest is decorated with gold, jewels and fine tapestries! As you gaze around this palatial dwelling, a beautiful woman rises from her seat and runs towards you, her hands outstretched in greeting.



"Welcome!" she cries, and embraces you like a long lost friend. There is healing in her touch and all your ills are instantly made whole. Restore your LUCK, SKILL, and STAMINA (FF) or Hit Points (D&D) to their Initial scores. In gratitude, you may give her a gift.

Will you give her:
 some diamonds – turn to 66,
 a tooth – turn to 193,
 a crown – turn to 6,
 or nothing – turn to 180?



3

Brandishing the pendant ahead of you, you run through the clearing as if death were at your heels, expecting at any moment to feel its icy grip clutch at your heart. But after only a few moments you find yourself among the bushes on the other side. Turn to 187.

4

One of the heads crunches and chomps on the food with relish. You have succeeded in whetting the creature's appetite! Go directly to 81.

5

The crumpled body of the Fachan lies before you. As you watch, though, it fades away into nothingness, leaving only its club and mantle behind. You may take either of these if you wish. Turn to 115.

6

The woman looks at it scornfully, before throwing it to the floor in disgust! Turn to 166.

7

The Moss Maiden sighs deeply. "So be it," she says. "I waited many, many centuries for a warrior such as yourself to come to me. I can wait again for another. Wind our horn, my brave adventurer!"

You lift the horn to your lips, and give it a tremendous blast. Turn to 49.

8

You stagger out, and plunge back into the heart of the storm which is raging through the forest. Turn to 144.

9

The Brownies eye you with distaste. Not only have you spoiled all their fun by refusing to step into their net, but you have out-waited them as well. They stare at you with their severe, brown eyes for a while, and then start to move towards you in a group.

Will you ready your weapon and prepare for battle (go to 85), or simply stand your ground (turn to 95)?

10

With a tremendous rumbling, the side of the dell opens up before your alarmed eyes, to reveal the entrance to a huge cavern! You peer cautiously inside, but it is dark in there and you can only see a little way into the gloom. Gathering up your courage, you step into the cavern, but stop dead as your ears are assailed by an unearthly growling! Towering above you is a many-headed dog, which peers down at you as if you are something distasteful.

"Give me the key!" it howls at you. Staggering back out into daylight and quaking with fear, you realise in an instant that there is no way that you can fight this monster and win. If you have any of the following items, you may offer them to the hound:

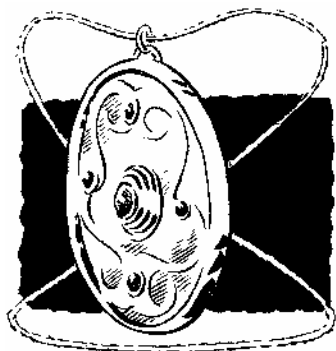
- A crown – turn to 71.
- Diamonds – turn to 12.
- Garlic – turn to 106.
- Gold – turn to 100.
- A ham – turn to 4.
- An orb – turn to 185.
- A pendant – turn to 46.
- A pinch of Heal-All – turn to 164.
- A ruby – turn to 42!

Alternatively, if you possess one, you may put on a mantle (go to 88) or a red hood (turn to 17), or even blow your horn (go to 49).

11

At last, after fighting your way through the sickening forest, you spot what looks like a huge, spherical bird's nest, woven from twigs and moss, among the trees just off the track. Will you make for it, hoping to find shelter (go to 197, or would you rather press on (turn to 148)?





12

The creature looks down at the diamonds, then raises its heads and howls with derision. Turn to 81.

13

In an instant, the world changes. The glade is now full of hideous female forms, wrapped in cloaks and cowls. They ate the GWYLLION, devilish evil spirits who waylay travellers and adventurers, attacking them to steal their souls. You are in deadly peril. If you have a dagger, go to 50. If not, turn to 174.

14

Your eyes open wide in amazement! There is a ruby, as red as fresh blood, burning in the depths of the tree. You plunge your hand into the cavity and seize it. A shudder runs through the tree, and a keening wail of agony echoes away on the breeze. Turn to 178.

15

It is pitch dark in the tunnels. Do you have some yarn with you?

If you do possess the yarn, how will you use it? Will you unravel it as you go, to guide your way back to the entrance (go to 43) or keep it with you for future use (go to 120)?

If you do not, your adventure will end here, as you have nothing to guide you. You quickly become lost in the winding labyrinth, and never see daylight again.

16

You quickly draw your sword as the fearsome figure of a FACHAN bursts from the trees. It has only a single eye, one veiny leg, and a great hairy hand protruding from the middle of its chest! It wields a club, and is wrapped only in a flowing mantle woven from twisted feathers.

The bizarre creature hops towards you, but hesitates at the side of the track. You realise that it is afraid to step onto it. Will you leap to attack it while it hesitates (turn to 103), or stay where you are and wait for it to come to you (go to 194)?

17

The hood makes you invisible – but not from the keen scent of the giant hound. Go to 81.

18

You fall to your knees as the gust of wind hits you. The swirling air emits a foul, whistle-like laugh as it towers above you. It is a MAZZAMARIEDDU, a wind spirit which, legend says, can only travel when it sees the blood of a murdered man. Seeing death staring you in the face, you fumble desperately for your sword.

FF: Test your Luck; *D&D:* Test your Dexterity. If you are successful, turn to 159; if not, turn instead to 38.

19

Alas, your meal does you little good. The churning and writhing of the foliage soon becomes unbearable, and you are physically sick where you stand. *FF:* Deduct 3 STAMINA points; *D&D:* deduct 3 Hit Points. Now go straight to 11.

20

Suddenly you are alone with yourself – and you are not a pleasant companion. In your solitude, you will be forced to look deeply into yourself until you have gained enough wisdom to be safely released into the world again. Your adventuring is postponed for a long, long time.

21

Amazingly, you have chanced upon the only way to defeat the foul Gwyllion! *FF:* Recover 1 point of LUCK.) With an eerie whispering and rustling, their shadowy forms slowly combine into a misty column of vapour, which streams upwards to vanish into the clear blue sky. Turn to 116.

22

Realizing that the audience is now at an end, you thank the woman profusely. With a courteous bow, you leave her hut. Turn to 168.

23

Your eye is caught by something which sparkles and glints in a hollow in the tree. You may reach in for it (go to 14) or pass by and re-enter the woods (go to 128).

24

You grit your teeth in fearful expectation, but hold firm as the iron touches your forehead. To your amazement, though, it does not hurt, but rather feels marvelously refreshing, as energy and health pours into you! You look up at the woman, and see that she is old and wrinkled no longer, but young and beautiful.

"For your courtesy and bravery, traveller, I have bestowed upon you the

Mark of true Sight," she says. *"Hereafter you shall see things as they truly are, and what is hidden shall be plain to you."* Then she reaches behind her, and produces a small horn. *"Blow this when you need aid,"* she tells you, *"and help will surely come to you."*

Turn to 22.

25

The wind begins to rise, a gentle breeze slowly rustling through the trees and undergrowth. It is warm, blowing from the sweet lands of Summer, and it causes all the buds of the flowers around you to swell and start to bloom – in a few short moments the forest is alive with colour! Spring has come to the Land of Changes at last. Turn to 160.

26

Inside, it is dark and musty, with a powerful smell of creosote or wood sap. Through the gloom, you can just make out something glowing ahead of you. Will you stumble forward into the darkness and investigate further (turn to 102), or leave this oppressive place (go to 93)?



27

You limp painfully through the wood. Your ankle hurts more and more with every step you take, and your arm is a torment. Turn to 25.

28

Bidding you farewell, the Brownies present you with food for your journey – a large ham and a string of onions and garlic (counts as 2 Provisions). You are rather dubious about accepting the pungent-smelling vegetables, but thank them anyway. And lastly, the present you with one of their tiny, delicately-carved knives as a token of friendship. Chattering their farewells, they lead you to the edge of the village. Turn to 92.

29

You step off the forest track – and come face to face with a terrifying FACHAN which bursts from the trees. It has only a single eye, one veiny leg, and a great

hairy hand protruding from the middle of its chest! It wields a club, and is wrapped only in a flowing mantle woven from twisted feathers. With a single bound it is upon you!

FACHAN *FF: SKILL 9 STAMINA 12*
D&D: AC 5, HD 2, HP 12,
 Damage 1-6

If you defeat the Fachan, turn to 189.

30

Your sword arm is useless, hanging limply by your side. Worse still, your other arm is not strong enough to open the chest. (*FF: Deduct 1 STAMINA point; D&D: lose 1 Hit Point.*) You turn and leave in disgust! Go to 75.

31

The wind rises slowly as you walk, blowing warmly from the Lands of Summer, and even as you watch, all around you the buds of the foliage begins to swell and burst into leaves and bright flowers. Spring has come to the Land of Changes! Turn to 175.

32

Do you have a tooth among your possessions? If you do, turn to 177. If not, you must fight.

MOSS MAIDEN *FF: SKILL 3 STAMINA 5*
D&D: AC 9, HD 1, HP 5,
 Damage 1-3

If you win, turn to 84.

33

The walls of the hut are festooned with shelves and cupboards, and strange outlandish things hang on hooks from the rafters.

What will you examine?

The cupboards – go to 162,

The hanging objects – go to 141,

Or the shelves – go to 96?

Or will you leave the hut? Go to 64.

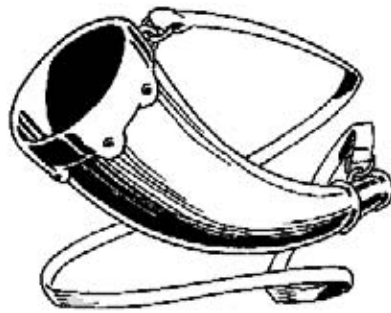
34

As you walk, through, the wind grows stronger, blowing from all directions, and suddenly the Changing is upon you! The swelling and shrinking of the buds vies with the swaying of the trees, as the foliage sprouts and withers in a writhing movement that is quite nauseating. You feel revolted and sickened by all the mutating fertility around you. Turn to 114.

35

The Brownies indicate that you should follow them. You hesitate, unsure of their intentions, and instantly they close in upon you, looking threatening. Will you fight them (turn to 85), or go with them peacefully (go to 68)?

34 WARLOCK



36

FF: Test your Luck; D&D: Test your Wisdom. If you make the roll, go to 61. If you fail, turn instead to 145.

37

As you walk, you daydream of the gracious lands of Summer – of golden sunlight dappling the hills, of lush green grass rolling down the flanks of the valleys to tumble over the lips of placid sky-blue lakes. You begin to feel at peace with the world, knowing that you will soon be in the lands of Summer themselves. Turn to 44.

38

You grab for the hilt of your sword, and prepare for battle.
 MAZZAMARIEDDU

FF: SKILL 9 STAMINA 12

Owing to your weakened condition the creature will score 3 points of damage for every successful hit on you.

D&D: AC 5, HD 2, HP 12,
 Damage 2-7

If you survive the savage attacks of the Mazzamariaddu, turn to 112.

39

The glade is full of hideous female forms, swathed in sinister cloaks and cowls. They are GWYLLION, evil spirits who waylay travellers like yourself. You are in deadly peril, for few weapons can harm them-your sword certainly can't! Choose your weapon quickly:

A clove of garlic – turn of 106,

Heal-all – turn to 164,



A horn – turn to 147,

A knife – turn to 21,

A pendant – turn to 191,

Or a ruby – turn to 42.

40

Inside it is warm and musty, dimly lit by sunlight seeping through cracks in the hut wall. An unbelievably old woman, covered from top to toe with the shaggy greys and greens of moss and lichen, rises to greet you, grinning broadly at you with pointed teeth. Will you greet her (go to 138) or draw your sword and attack her (turn to 32)?

41

You are well-rewarded – just as you are about to step into it, you notice the edge of a net, cunningly concealed amongst the fallen leaves. Quickly you back away from it, looking around to see if you are being watched. Will you hide, hoping to encounter the trappers (turn to 51), or walk carefully around the net and continue on your way (go to 37)?

42

Fool! Do you think you can ward off evil with the Heart's Blood of a murdered tree? You fully deserve the fate which now falls on you. Turn to 81.

43

The yarn is worse than useless, for it tangles and snags on the sharp rocks, snapping in several places. Far too late you remember that the Moss Maiden said it would guide you *forward!* Unless you have a horn, you are doomed to wander these tunnels for ever – your adventurer ends here. If you do have a horn, and wish to blow it, turn to 49.

44

All of a sudden you emerge from the trees to find yourself in a sunlit glade, and your thoughts jerk back to the present. The glade is wide and covered with grass, and in the centre stands a stone with a hole bored right through it. Will you examine the stone (turn to 98) or cross the glade to the other side (go to 181)?

45

Exhausted by all your exertions, you try and block out the noise of the storm, and lay down to sleep. Turn to 140.

46

As the hound gazes down at you, the pendant crumbles to dust in your hand. Turn to 81.

47

Little figures run from their hiding-places among the trees. Only half your height, clad all in brown and with



shaggy beards, the BROWNIES nevertheless look formidable opponents. One shins up the tree and unceremoniously cuts the rope holding the net – and you – up in the air. With a crash you fall to the ground. *FF*: Deduct 2 STAMINA points; *D&D*: lose 2 Hit Points. If you are still alive, turn to 35.

48

The woman's shape shifts, becoming vague and shadowy as she towers above you.

"Worm!" she cries. "How dare you violate my hospitality thus!" With a screaming rush of noise in your ears the shadow descends upon you, something sharp claws at your throat, and you know no more.

49

You blow your horn, producing a long, pure note that seems to echo on long after you have finished blowing into it. The reverberating sound is answered, as the thunder of hooves grows neater and nearer. With a roar, the WILD HUNT bursts upon you, pouring down out of nowhere, their flaming dogs and antlered steeds galloping swiftly towards you. One of the riders reaches down and grasps you with a black studded glove, and drags you up behind him, as the Hunt streams into the sky to the accompaniment of baying hounds.

The unearthly procession gallops through the sky until it reaches the lands of Summer. As the band swoops down again, your mysterious saviour deposits you on a grassy bank, before turning his peculiar mount skywards again to rejoin

the Hunt. You have returned safe and sound to the lands of Summer, where you may live your span in peace – though you will not be remembered as a brave adventurer.

50

You quickly draw the knife, but to your horror the blade withers and crumbles away before your very eyes. Brownie blades are only effective against evil if given in friendship – and yours was stolen! Turn to 195.

51

It seems that whoever set the net as a trap is almost as patient as you at waiting, but eventually small figures appear through the trees. Will you get ready to attack them (go to 199), or remain hidden (go to 109)?

52

The hag's shape shifts, becoming vague and shadowy as she towers above you. "Faint-heart! Poltroon!" she cackles at you. With a screaming rush of noise in your ears the shadow descends upon you, something sharp claws at your throat, and you know no more.

53

There are no more surprises in this ancient place. You decide to settle down for a much-needed rest, which refreshes you. *FF*: Recover 2 STAMINA points; *D&D*: regain 2 Hit Points. After a few hours, you feel fit and tested enough to continue on your way. Turn to 179.

54

The next thing you know, you are suspended fifteen feet above the ground,

neatly netted and quite helpless. Turn to 47.

55

The Moss Maiden draws you to her, and gives you a sickly kiss in greeting.

"Welcome, my child!" she says. There is healing in her touch, and your wounds seem to vanish in an instant. (All your STAMINA or Hit Points return to their Initial levels.) Once you have recovered from the light-headed feeling of being fit and well again, she asks you if you wish to help her with her work (go to 124) or simply sleep (go to 167)?

56

As the Mazzamarieddu is composed mostly of air, your blows have little effect on it.

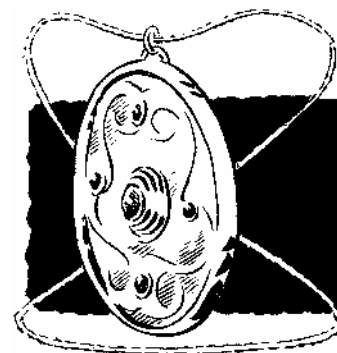
MAZZAMARIEDDU

FF: SKILL 9 STAMINA 12

If you hit it, deduct only 1 point from its STAMINA instead of the usual 2.

D&D: AC 3, HD 2, HP 12, Damage 1-6

If you survive 4 Attack Rounds, turn to 152.



57

No one has ever defeated the powerful Redcap before! *FF*: Add 2 LUCK points; roll 1 die and regain that many STAMINA points, up to your Initial level. *D&D*: Roll a d6 and regain that many Hit Points, up to your starting score.

In the whirl of wild magic released when the foul creature died, you find yourself magically transported to a new location. The skies whirl and the air grows hazy, as you feel yourself moving. You blink – and the scene in front of you changes.

Roll one die.

If you roll a 1 – go to 134.

2 – go to 54

3 – go to 153

4 – go to 140

5 – go to 70

6 – go to 101

58

You examine the peculiar place as best you can. There is little in it beyond the usual domestic tools and furniture, but in one corner you find an interesting-looking chest. If you want to open the chest, will you use your sword (turn to 107) or a club, if you have one (go to 111). Alternatively, go to 45.

59

You look down in horror – the ground beneath your feet has turned to quicksand. Already you are up to your knees, and then your waist. No matter how hard you struggle, the quicksand pulls you harder, sucking you like a slobber

ing mouth into its slimy embrace. Your adventure ends here.

60

Where the stone once stood, something else now rests, glinting and sparkling. It is a golden crown, heavy with jewels. You may take this treasure if you wish, and leave the glade. Turn to 187.

61

Unbidden, words from the Sacred Scriptures form themselves in your mind and then pour from your lips. Redcap screams in agony as he hears the holy words, and turns and flees. He has left one of his teeth behind him, though, which you may take if you wish. Now go to 89.



62

You run across the glade, panic snapping at your heels like a dog. The trees on the far side seem to be getting further and further away, and you increase your speed even more. Suddenly, you stumble on the rough grass, and fall. Whispers of icy cold swirl around you, and you feel terrible invisible hands pawing your flesh. Slowly, agonisingly, talons begin

to rip and tear . . . Your adventure ends here.

63

Confusing images pass before your eyes; billowing clouds do not muffle the sound of galloping hooves; the full moon gazes down on strange silent figures. You feel a great sense of impending doom, and the image of a horn very similar to yours looms before you. Quickly you turn away – go to 87.

64

Several Brownies waiting outside the hut look at you keenly for a few moments, then seem to lose interest. You seem free to do as you will. You may explore the small settlement (turn to 76) or leave by the track at the end of the street (go to 128).

65

The woman's eyes flash excitedly.

"Good!" she cries. *"Greatness can be yours!"* She states at you, mutters a few words, and . . . turn to 54 (you may keep your possessions).

66

The woman looks at them for a few moments, then throws them on the floor in extreme disgust! Turn to 166.

67

Exhausted beyond belief, your spirit broken, you stagger from the peculiar nest and out into the wood, wandering aimlessly wherever your feet decide to take you. Turn to 112.



68

Delighted that they have discomfited you – they are a mischievous folk – the Brownies lead you through the woods to their village, a cheery little place of turf huts and well-tended gardens. (FF: add 1 LUCK point.) Leading you through the village to the very, last hut, they halt and indicate that you should enter. Turn to 129.

69

Almost at the limit of your strength, you come to a ruined tower which pokes up through the trees. Will you enter and shelter here (go to 101) or continue to chance your luck in the woods (go to 144)?



70

You sleep soundly, undisturbed by intruders or dreams, wake, and sleep again, the iridescent movement of the plants filling every fibre of your being. At last you awaken, filled with joy after your long rest. Standing amongst the beautiful flowers, you gather your things and hasten towards the beckoning lands of Summer – and the blinkers of madness fall from your eyes. You are in the middle of a quagmire, quite alone, and sinking fast. As you slip beneath the surface for the last time, your last thought is that you will never see the sun again.

71

The crown is useless here. The immense dog howls again. Turn to 81.

72

The Moss Maiden looks at you with sadness in her eyes. "Alas," she murmurs, "sloth has its own reward." She pats your hand consolingly. "But at least you may end your days in peace, poor mortal."

She makes a pass with her hand, and the weird nest and all that it contains vanish in an instant, and you are once again in your longed-for Summer lands. You may dwell here in peace for the rest of your days – though you will die before your time, and you will never be a hero.

73

Utterly exhausted, you drag yourself through the wood, gagging continuously. You stumble onwards, too tired to care what happens to you any more, and suddenly, you find yourself in a small clearing. You tumble into it, bringing up sharply against a rock. Turn to 131.

74

The writhing of the foliage makes you feel very nauseous indeed. Quickly you return to the track, where you feel a little better. You may eat some Provisions before continuing on your way, if you wish. Turn to 19.

75

Your fatigue grows heavier and heavier with every step, and you plod on through the wood. You can hardly keep your eyes open, and you stumble all over the place as you drag yourself along. Suddenly a leafy dell opens up in front of you, and you tumble into it. Your knees buckle and you fall to the ground, bringing up sharply against a rock. Turn to 131.

76

A small wooden hut or shed, standing alone near the trees, attracts your attentions. Will you enter and investigate it (go to 26) or keep walking (go to 146)?

77

Seizing an opportunity, you fling the club to one side and fumble for your sword – but drop it as it slides from its sheath! FF: Test your Luck, D&D: Test your Dexterity. If you make your roll, turn to 113; if not, go to 142.

78

Looking through you see a peculiar vision – a wild, stormy sky full of strange figures on antlered steeds, who gallop through the clouds; the heavens reverberate with the melody of their horns. Evil things fly before them, and all the world cowers beneath their feet. You start backwards as their leader flies right towards you, blowing on a horn just like yours. Turn to 87.

79

Suddenly you emerge from the trees to find yourself in a sunlit glade. In the centre of the grassy clearing is a stone, with a hole bored through the centre. Do you examine the stone (go to 98) or cross the glade and re-enter the trees on the other side (turn to 181)?

80

The tree shimmers, and the next moment a woman stands in its place, tall and green-skinned, with a merry face. She smiles, and kisses you once on each



cheek FF: add 2 LUCK points). You thank her, and pass on. Turn to 99.

81

The heads growl and snarl, and a savage fire blazes in the hound's eyes. Its teeth snap and grind as it lunges at you, biting deeply. Your adventure ends here.

82

The old crone scowls at you, and fiddles with the sticks in the fire. Plainly, she doesn't want to have anything to do with you! Do you want to explore the hut (go to 33), or leave (turn to 64)?

83

You catch your sword by the blade, raising it pommel first so that the hilt forms a cross. Instantly the Mazzamarieddu gives a hideous screeching yell, and collapses in upon itself in an instant. The battle is over before it has barely begun. All that remains is a battered red hood and 20 gold pieces; you may take these if you wish. Turn to 74.

84

You examine the strange nest, but find only the usual household tools and implements, though in one corner there is a locked chest, which might be more interesting. If you wish to open the chest turn to 30; if not, go instead to 75.

85

You draw your sword, and instantly the eight Brownies all produce small daggers. They are diminutive but fierce fighters, and they outnumber you severely – as one falls another will take his place. Fight them one at a time.

BROWNIE FF: SKILL 5 STAMINA 10
D&D: AC 5, HD 1,
HP 3, 4, 7, 4, 6, 3, 1, 2,
Damage 1-3

If you win through to the end turn to 143.

86

Inside it is warm and musty, lit only by a dim light, but the wind's roaring seems miles away and you begin to feel better immediately. But the hut is occupied; a woman works furiously – spinning,

weaving, sweeping, cooking, dusting, sewing – she somehow keeps it all going at the same time! She is a MOSS MAIDEN, covered from top to toe with the lumpy, shaggy greys and greens of moss and lichen. When she finally notices you, she stops and holds her hands out in greeting, a crooked smile revealing her pointed teeth.

Will you go to her (turn to 55), or attack her (go to 130)?

87

Stunned by the alarming visions you have witnessed, it takes you a moment to adjust back to reality. Go to 39.

88

The voluminous cloak wraps itself around you, and all of a sudden you find yourself being lifted into the air! Higher and higher you go, passing through every obstruction as if it wasn't there. Looking down now, you can see the forest, and far, far away the glimmering lands of Summer, which you will never reach now. Higher and higher you go, until the last few tendrils of the atmosphere fall away and you float lifeless above the world . . .

89

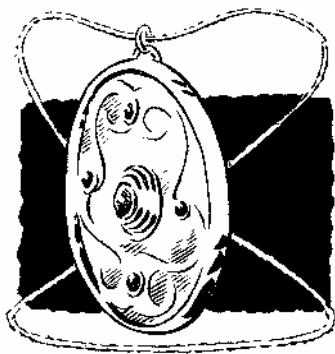
Leaving the tower, you press on through the woods, which seem to stretch on forever. After only a short distance, however, you come to a great spherical nest-like dwelling, made from twigs and moss. Your True Sight tells you that this is a *good* place, and you enter. Turn to 2.

90

You choose a hut, and find an empty corner in which to make yourself comfortable and sleep out the storm. Outside the wind howls, but you rest peacefully. *FF*: regain 4 STAMINA points; *D&D*: recover 3 Hit Points. Eventually you wake, and continue on your way. Turn to 179.

91

They lead you into a hut where a sumptuous feast has been prepared! All through the rest of that day – and well



into the night – they entertain you like a prince. Outside the storm rages on, but inside all is warm and friendly. *FF*: regain 1 LUCK point and 3 STAMINA points; *D&D*: recover 2 Hit Points. Turn to 182.

92

An ancient elder tree stands sentinel there. It is so gnarled and twisted that it looks almost human. Will you approach it (turn to 186), or leave the village (go to 99)?

93

Opposite the shed is another of the little turf huts, surrounded by a carefully-tended garden. The hut's occupant has been growing cabbages – but very strange cabbages, it seems, for they glisten and sparkle! You cross the street and examine them more closely. Turn to 198.

94

You must fight the dreaded Redcap. Human strength can avail little against him, and you are in a very bad way already . . .
REDCAP

FF: SKILL 10 STAMINA 10
D&D: AC 3, HD 3, HP 22,
Damage 1–8

If you manage to survive, turn to 57.

95

The Brownies sweep past you and disappear into the wood, as if you weren't there! Dumbfounded, you watch them march away. Will you follow them (turn to 169) or move onwards – ignoring the net of course (turn to 37)?

96

The shelves hold a great many jars and bottles, bearing labels such as *To Spoil The Shot Of Elves* and *To Make Whole The Half-Hearted*. You are particularly intrigued by one Jar, which is labelled *Heal All*, and you take it – the stuff could be very useful in your line of business.

Now you may examine the cupboards (turn to 162) or the hanging objects (turn to 141), if you have not done so already, or you may leave the hut (turn to 64)?

97

Gether takes the crown, and with shaking hands places it upon his head. A great radiance fills the cavern, bringing the sparkling stalactites and stalagmites to life; wonderful music ripples from their stony sides. The man stands straight and tall, for he is old no longer.

"Thank you! Thank you!" he cries.
*"You have restored my kingdom to me!
Ask what you will of me as reward."*
Turn to 200.



98

The stone is ancient, and no human hand has made the hole that pierces it, for it is Self-Bored Stone, and magical things may be seen through it. You place your eye to the hole. Turn to 13.

99

Leaving the village, you resume your journey through the wood, reflecting upon how peaceful everything seems. The sun is shining brightly, and the hum of insects buzzing around the new-grown flowers fills the air. You come to a sunny glade, which has a large stone with a hole bored through it at its centre. Will you cross the glade to the other side (turn to 39), or stay and examine the peculiar stone (turn to 163)?

100

The hound looks at you with disdain, for it has no use for gold. Turn to 81.

101

As you stumble across the threshold, you hear an evil laugh, and glance up in terror. Standing before you is the foul REDCAP, with his red eyes, long pointed teeth, bloody hands, and grisly hair streaming as far as his iron-shod boots. There is a pikestaff in his hand and a faded red cap on his head. Your heart quails, for you know that this Brownies greatest pleasure is to dye his cap in the fresh blood of his victims – and the next one might very well be you! *FF*: *Test your Luck*, *D&D*: *Test your Wisdom*. If you make the roll, turn to 161; if not, turn instead to 94.

102

A beautiful, jewel-encrusted pendant hangs glimmering on the wall. You cannot help but take it, hanging it around your neck and covering it with your jerkin. Leave here by going to 93.

103

The Fachan roars in triumph. By leaving the track you have forfeited your advan-

tage. **FF:** lose 1 LUCK point.) Battle is joined!

FACHAN **FF:** SKILL 9 STAMINA 12
D&D: AC 5, HD 2, HP 12,
Damage 1-6

If you survive the battle, turn to 189.

104

The breeze begins to grow stronger, blowing warmly from the distant lands of Summer, and all around you buds begin to open. Turn to 173.

105

A terrible rumbling starts, centering upon the ground beneath your feet. With a horrible roar the ground opens up below you, and you plunge into a bottomless pit.

106

This isn't Transylvania! The hound is undeterred by garlic. There is no escape – your doom is upon you . . . Turn to 81.

107

Your blade snaps cleanly against the hasp of the chest! You curse loudly. **FF:** deduct 2 SKILL points unless you can find another weapon to use; **D&D:** unarmed combat will allow you to score only 1-2 points of damage against an opponent unless you can obtain another weapon. You may try using a club, if you have one – turn to 111; if you don't have one, go instead to 45.

108

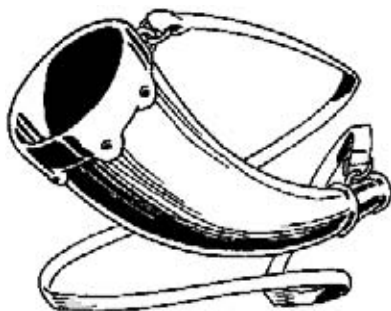
It is warm inside, but dark and gloomy too. A very old, and quite revoltingly dirty woman squats by a fire.

"Sit by me," she croaks, beckoning with a glowing poker. Will you do as she

says (go to 171), or choose a seat a little further away (turn to 52)?

109

Clad all in brown, with shaggy hair and beards, the eight small men look quite formidable. Long knives are strapped to their hips, and a few look as though they've already seen service in a few wars. They are BROWNIES, and as a man they turn and face your hiding place!



Will you stay where you are (turn to 165) or step out boldly (turn to 9)?

110

Totally exhausted, you are unable to save yourself from falling when the trees suddenly end and you find yourself in a leafy dell. You tumble forward into it, bringing up sharply against a rock. Turn to 131.

111

Having an affinity for evil, the club performs splendidly for you – for stealing someone else's possessions is most certainly evil. Inside the chest is an orb made from transparent crystal, and a ball

of fine yarn. You may take these if you wish; now turn to 45.

112

Your fatigue grows heavier and heavier with every step, as you plod on through the wood. You can hardly keep your eyes open, and you stumble all over the place as you drag yourself along. Suddenly a leafy dell opens up in front of you, and you tumble into it. Your knees buckle and you fall to the ground, bringing up sharply against a rock. Turn to 131.

113

You catch your sword by the blade, raising it pommel first so that the hilt forms a cross. Immediately the Mazzamariedu gives a hideous screeching yell, and collapses in upon itself in an instant. The battle is over before it has barely begun. All that remains is a battered red hood and 20 gold pieces; you may take these if you wish. Turn to 74.

114

The world is whirling and spinning around you, and you feel very sick. You must find shelter quickly. Turn to 11.

115

You arrive at a fork in the track. All is quiet, perhaps unusually so, the only sound being the rustling of the totes in the breeze which has just started to blow. Which direction will you go in – right (turn to 34) or left (turn to 31)?

116

As the Gwyllion vanish, a joyous song pours forth from the stone. You turn, alarmed and then amazed, to see a





golden light issuing from the hole, as the glorious music fills the air. Then the stone itself fades, shimmering away into the air, leaving you alone in the quiet sunshine. Turn to 60.

117

You are alive, but terribly weakened by your battle. In a daze you eat some Provisions, and then crawl away. Turn to 19.

118

"Alas, I had thought more of your spirit," the Moss Maiden mutters. Then she says a few garbled words and suddenly everything goes hazy. You rub your eyes – and you are sitting on a hillside overlooking the bright land of Summer. You are safely back home again – though you are not a hero . . .

119

You turn – and find you are facing *into* the forest! Again and again you try to look back, and fail. Wherever you look, the track leads off into the forest. Finally, afraid and confused, you walk backwards – and are instantly locked in the grip of an invisible vice. You are held rigid, as if the air itself has solidified. You choke and splutter, but its grip grows ever stronger, until you slip into unconsciousness. Turn to 123.

120

The ball of yarn glows brightly in your hands. Just as the Moss Maiden promised you, it guides you forward. You wander through the echoing tunnels, which seem to wind on and on, until you come to a huge chamber, ornamented with stalactites and stalagmites which glow in radiant colours. At the centre of the chamber a wizened, white-haired old

man sits slumped on a rotting chair. He is Gether, the Keeper of the Secret. Turn to 172.

121

It is a shameful victory. You survey the carnage with grief, now chillingly aware that had you been courteous to the old woman, and less greedy, this need not have been: You might as well keep the ruby, though, and you can take one of the Brownie knives if you wish. Now turn to 104.

122

You sneak up behind the Mazzamariedu as stealthily as you can, hoping that the wailing of the wind will hide the noise of your footsteps. How will you attack the bizarre creature – with a sword (56), or with a club, if you have one (132)?

123

You awaken dazed and bewildered, to find your body bruised and sore. *FF*: 2 stamina points; *D&D*: lose 2 Hit Points. You carefully struggle to your feet, resolved not to try turning back again. You set off down the track with a resign-

ed air. A breeze has sprung up, blowing gently from the sweet lands of Summer, and all around you the buds begin to swell and bloom. Spring has come to the Land of Changes. Turn to 137.

124

Never have you worked so hard! Dusting, polishing, scrubbing, darning, you seem to be doing it all. And yet the more you do, the better you feel! By the time the storm is over you feel positively rejuvenated. Over breakfast the Moss Maiden breaks her silence and talks to you.

"My child," she begins, *"you have the look of one who could accomplish great things, but you have not done all you should in this place. What would you do? I could send you home (turn to 118), or set time back a little so you can make your choices anew (turn to 65), or send you on your way with what little help I can (turn to 135)."* Which will you choose?

125

As you stumble across the threshold, you hear an evil laugh, and glance up in terror. Standing before you is the foul RED-CAP, with his red eyes, long pointed teeth, bloody hands, and grisly hair streaming as far as his iron-shod boots.

There is a pikestaff in his hand and a faded red cap on his head. Your heart quails, for you know that this Brownie's greatest pleasure is to dye his cap in the



fresh blood of his victims – and the next one might very well be you! You must fight him.

REDCAP

FF: SKILL 10 STAMINA 10
D&D: AC 3, HD 3, HP 22,
Damage 1–8

If you survive for 6 rounds turn to 36.

126

Your oath taken, the Moss Maiden hands you an orb of purest crystal and a ball of yarn.

“The orb is the key,” she tells you, “and the yarn will guide you forward, if you use it wisely. My name is Lina – remember the letter of my name, for it may help you. The secret is that you should seek Gether, the holder of the secret! Now go, my child, with my blessings.”



Deep in thought, you return to the track through the woods. Without really noticing where you are going, you walk for some while, until you come to a leafy dell with a pillar of rock in the centre. Turn to 153.

127

The trek through the woods seems interminable, and your spirits get lower and lower. You stop for a little while, and rest, before continuing. Turn to 79.

128

The Brownies do not hinder your departure. As you stride through the woods, a breeze blows up, blowing warmly from the sweet lands of Summer, and all around you the buds begin to swell and bloom. Spring comes to the Land of Changes. Turn to 137.

129

It's warm and humid inside, and rather gloomy. A revoltingly dirty old woman squats beside a fire. She looks up at you, beckons with a glowing poker and croaks. *“Sit by me.”* Will you do as she says (turn to 171), or choose a seat a little further away (turn to 82)?

130

You may wear a mantle, if you have one (turn to 88). Otherwise, start your fight.

MOSS MAIDEN **FF:** SKILL 3 STAMINA 5
D&D: AC 9, HD 1, HP 5,
Damage 1–3

If you win, turn to 58.

131

You regain consciousness, and rise shakily to your feet. The storm is over. Turn to 153.

132

Though it is a formidable weapon, the club has an affinity for evil. It twists in your hands as you strike, sparing your opponent its full force **FF:** lose 1 SKILL point; **D&D:** fight at –1 when using the club. If you have a mantle, you may put it on (turn to 88). If not, you must fight the devilish creature. Go to 56, but if you make 4 successful attacks on it go to 77 instead.

133

As if your other miseries were not enough already, you begin to retch as waves of sickness sweep over you. **FF:** deduct 2 STAMINA and 1 SKILL point; **D&D:** lose 2 Hit Points, and fight at –1 until you can take a Potion of Healing. Turn to 69.

134

This path is almost clear of leaves, and much less noisy. It leads you straight into the wood, but after a while the trees begin to close in around you, and twigs and leaves again cover the ground, cracking and snapping underfoot. Will you turn back (go to 119) or carry on regardless (go to 154)?

135

The Moss Maiden gives you two farewells presents – an orb of the purest crystal, and a ball of yarn. She sighs rather sadly, as if sorry to see you go.

“I can do no more for you than tell you to seek the guardian rock. Now go, child.” And she leads you out of the nest. Turn to 153.

136

“You have killed our Green Lady!” says one.

“You have plucked the heart from our Guardian,” intones another. *“For this you shall die.”*

The eight Brownies raise their weapons.

BROWNIES **FF:** SKILL 6 STAMINA 10
D&D: AC 5, HD 1,
HP 2, 1, 3, 6, 4, 7, 4, 4,
Damage 1–3

If you win through, turn to 121.

137

As you walk, the wind grows ever stronger, blowing from all directions



now – and the Changing is upon you! The swelling and shrinking of the buds vies with the swaying of the trees to create a surging sea of movement that is quite nauseating. Your sense of direction completely confused, you fall to your knees, coughing and retching. Will you try and struggle on (go to 158) or lie where you are, hiding your face from the storm (turn to 70)?

138

Her embrace heals all your ills – restore all your characteristics to their starting levels. She studies you closely, staring at you until you turn your head away with embarrassment.

“My child,” she says, “I see you have not accomplished all you should in this place. What would you ask of me? I can send you home (turn to 118), or set time back so that you might make your choices anew (turn to 65), or send you on your way with what little help I can give (turn to 135)?” Which will you choose?

139

You crunch your way out of the wood, and back into the valley: it is a relief to be out from under those lowering trees! You stroll along the valley, enjoying the sun on your shoulders and the piping of the skylarks above you. At last you espy a break in the trees, and turn toward it. Go to 134.

140

When you awake, you feel stiff and weak. You ache in every joint, and your limbs don't seem to want to work. You gaze down at your hands, and are mortified to see that they have become bony and twisted – the hands of an ancient! You rush to a mirror which hangs on the wall – it is true! You have become old overnight! **FF:** deduct 3 SKILL and 6 STAMINA (remove the same from your Initial scores as well!); **D&D:** remove 5 Hit Points (from your Initial score too), and from now on fight at –2. If you survive this, turn to 67.

141

The objects prove to be strings of onions and cloves of garlic, and smoke-cured hams. You may take some of these if you wish, giving you 2 Provisions' worth of food. If you haven't done so already, you may now investigate the shelves (go to 96) or the cupboards (turn to 162), or leave the hut entirely (go to 64).

142

You grab the pommel of your sword and prepare for battle-but the Mazzamari-eddu is made mostly of air, and even the keenest blade has little effect upon it. If you have a mantle, you may put it on (turn to 88). If not, you must fight the foul creature.

MAZZAMARIEDDU

FF: SKILL 9 STAMINA 12

If you hit it, deduct only 1 point from its STAMINA instead of the usual two.

D&D: AC 3, HD 2, HP 12, Damage 1-6

If you survive, turn to 117.

143

Bodies litter the woodland floor, their small limbs twisted cruelly in attitudes of death. You are saddened that you should have slain so many, and wonder if they would have hurt you at all. Your confidence is shaken. (*FF:* lose 2 LUCK points.) You shake your head, and continue your journey. Before you set off again you may take one of the Brownie's knives, if you wish. Now turn to 127.



144

You are nearing the limit of your resources, when you see a huge spherical nest-like building woven from twigs and moss. Will you stop and investigate the strange building (turn to 86) or pass it by (go to 110)?

145

You stumble, and the last sight you see is Redcap's cruel pike thrusting towards you...

146

An ancient elder tree, so gnarled and twisted that it looks almost human,

stands at the end of the village street. Intrigued, you approach it. Turn to 23.

147

Alas! This is the only place where the horn cannot help you, for the deathly silent Gwyllion steal sound! Tendrils of icy cold reach out for you, and you know no more...

148

As you stagger onwards, the writhing wood conquers your resistance, and you are sick. *FF:* lose 2 STAMINA points; *D&D:* lose 2 Hit Points. Turn to 73.

149

You step, panting... The track looks different, and you wonder how far you have come. You look around, and quickly realise you are lost. *FF:* lose 1 LUCK point.) Turn to 115.

150

Suddenly, you perceive that the wail increases in pitch, and you see ahead of you a whirling knot of wind which has formed itself into an almost-human shape. You stagger towards it, caring little for any danger it may threaten. Turn to 18.

151

An old, cracked voice calls out, "Enter." You can only obey - turn to 108.

152

Without warning the Mazzamari-eddu strikes you a mighty blow, knocking the sword from your grasp. *FF:* Test your Luck; *D&D:* Test your Dexterity. If you make the roll turn to 83: if not, turn to 190.

153

You stand up in front of the pillar of rock. Looking carefully, you can see that its sides are each intricately carved with an arcane letter. You trace them with your finger, and then press one.

Will it be: A - turn to 105,
J - turn to 59,
L - turn to 188, or
Z - turn to 10.



154

The track begins to narrow, and in the distance you hear a peculiar thumping noise, which seems to be drawing ever closer. Will you go to investigate it (turn to 29) or wait on the track (turn to 16)?

155

Having inflicted a hail of blows on you, the Brownies abandon you in the wood. You are bruised all over and your ankle is sprained. Your sword-arm feels twisted and numb, and may even be broken. *FF:* deduct 4 STAMINA points and 1 SKILL point; *D&D:* lose 3 Hit Points and fight at -2 until you can be healed. You must find help - and soon. Turn to 27.

156

The howl of the wind takes on a new note, and through the writhing trees you see a spinning cloud of air and vapour. It is the MAZZAMARIEDDU, a wind spirit which can only travel when it sees the blood of a murdered man. It is facing away from you, and you know you are probably safe if you stay on the track. Will you ignore the creature (turn to 114), or leave the track and take it by surprise (turn to 122)?

157

The Brownies' village is a cheery little place of out huts and well-tended gardens. As you walk down what appears to be the main street, you come to a large hut, which towers over the surrounding dwellings. No one seems the remotest bit interested in what you are doing, so you decide to enter it. Will you prepare for what might be inside and draw your sword before you enter (turn to 170), or knock and wait to be invited in (go to 151)?

158

You fight your way through the wind-whipped branches, dimly aware that you have strayed off the track, and are feeling very ill. *FF:* lose 2 STAMINA points; *D&D:* lose 2 Hit Points. Turn to 150.

159

You grab your sword by the blade, raising it pommel up to form a cross. The Mazzamari-eddu gives a horrible cry and collapses in on itself, then vanishes, leaving only a small pile of (20) gold pieces and a battered red hood. You may take these if you wish. Turn to 112.

160

But the wind grows stronger, gusting around you from all directions - and now the Changing is upon you! The stomach-turning swelling and shrinking of the buds vies with the swaying of the trees to create a restless sea of movement that is quite nauseating. Turn to 133.



161

Vainly you struggle to draw your sword. As Redcap's pike plunges towards your heart, words of the Sacred Scriptures poor unbidden from your lips. Redcap gives a dismal yell and vanishes, leaving behind him one of his long teeth. You may take this if you wish; now go to 192.

162

You open one of the cupboards. It is much larger than you expected, and very dark. Suddenly something gives you a violent shove, propelling you into the darkness and slamming the door behind you. Turn to 20.

163

No human hand made the hole that pierces the stone – it is a Self-Bored Stone, and magical visions can be seen through it. You put your eye to the hole. Do you have the full Mark of True Sight? – if so, turn to 78. If not, turn to 63 instead.

164

It Heals-All alright! It's a deadly poison, and as soon as you open the jar your fate is sealed . . . You are dead in seconds.

165

The Brownies leap upon you and drag you from your hidey-hole, belabouring you with sticks, stones and their own gnarled fists. You have no change to defend yourself – their onslaught is too sudden and violent. Turn to 155.

166

There is a ripping sound, as the very fabric of Time and Space is torn asunder!

A mighty blow flings you through into a Summer pasture – home at last, but naked and forever shamed. Your adventure ends here.

167

The woman leads you to a pallet by the fire, and gestures for you to lie down. Gratefully you fling yourself upon it, and sleep. Turn to 140.

168

Several Brownies are waiting outside – they look at you keenly for an instant, then cheer with delight to see the Mark on your forehead. Turn to 91.

169

The Brownies march through the wood to their village, leaving you skulking in the undergrowth close by. The little settlement seems peaceful enough – will you enter (turn to 157) or retrace your steps (turn to 139)?

170

At the far end of the darkened but sits a disgustingly dirty and very old woman. She rises as you step into the room. Turn to 48.

171

She smiles at you, revealing a revolting set of rotten teeth. Then she takes a red-hot branding iron from the fire.

“Are you brave, stranger?” she asks. Are you? FF: Test your Luck; D&D: Test your Wisdom. If you make it turn to 24; if not, turn to 184.

172

Gether looks up at you as you approach.

“At last!” he cries. “After so long – so long! Have you my crown? My crown of song?” Well – have you got it? If you have it, turn to 97.

If not, all you can do is blow your horn, for there is no other way out of this place for you. Turn to 49.

173

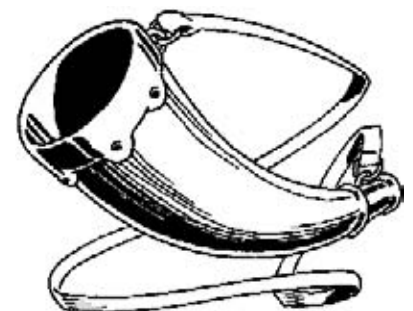
The gentle rocking of the wind makes you feel sleepy. Will you return to the village to rest in one of the huts (turn to 90), or keep walking (turn to 137)?

174

You are unable to see the Gwyllion when you turn away from the stone, but you can sense the icy tendrils of their presence as they close in on you. Turn to 195.

175

But the wind grows stronger, blowing from all directions – and the Changing is upon you! The stomach-churning swell-



ing and shrinking of the buds vies with the swaying of the trees to create a sea of movement that is quite nauseating. However, you stare resolutely ahead, fixing your gaze on the track which is the one stable object in this insane land. You stagger onwards . . . Turn to **156**.

176

You dash through the glade, expecting invisible death to overtake you at any moment. But before you know it you are on track again, running blindly until you are exhausted. Turn to **149**.

177

The tooth makes you impervious to weapons. The Moss Maiden cannot harm you at all, and you kill her easily. Turn to **84**.

178

You gaze into the ruby's depths, feeling delighted. It is redder than the reddest thing you have ever seen, and utterly entrancing. When you finally raise your eyes from its contemplation, you find you are surrounded by crowds of Brownies. Their eyes are filled with grief, and you see your death reflected there. Turn to **136**.

179

Stiff and sore, you continue on your way until you come to a huge spherical, nest-like building, woven from twigs and moss. Will you stop and enter (turn to **40**), or pass it by and keep walking (turn to **110**)?

180

The woman draws back from you, as if offended. "No, you know not gratitude, nor courtesy," she mutters. Turn to **166**.

181

As you move across the glade, you sense something intangible reaching out towards you. You could not know it, but this clearing is haunted by the Gwyllion, hideous female spirits who waylay travellers. Terrible hands lay hold of you, and invisible talons rip and tear at your flesh. Your adventure ends here . . .

182

The next day, the Brownies take you on a tour of their village. There are wondrous things to be seen, magical gardens and enchanted plants: one row off cabbages has diamonds glittering in its leaves instead of dewdrops! (You may take some if you wish – no one will see.) The flowers tinkle gently as you pass, and their voices whisper to you of the Summer lands far away, filling you with a burning desire to be on your way. Turn to **28**.

183

Your wish, all along, has been to return to the lands of Summer. The Moss Maiden sighs deeply.

"Alas, peace will be yours, but your heart's desire, glory and heroism, will never be. Blow your horn."

You obey, putting the horn to your lips and blowing a mighty blast. Turn to **49**.

184

As the fiery brand nears your forehead, you flinch, so that only half of its pattern touches you, and the old woman sighs sadly.

"Had you held firm, stranger, you would have gained the Mark of True

Sight. As it is, I know not what you will see – perhaps some of that which is hidden will be revealed to you, perhaps not."

You look at her, and see to your bewilderment that her shape is vague, fluctuating between an old hag and a young and beautiful woman. She pats your hand consolingly.

"I see some of the truth is yours," she says. Then she reaches behind her and produces a small horn. *"Blow this at need,"* she says, *"and help will surely come to you."* Turn to **22**.

185

The dog accepts the orb, and bows its heads in deference to you. "Pass, friend," it growls at you. You pass by. Turn to **15**.

186

The branches of the tree tremble as you advance, and as you put out your hand to touch it the tree shimmers and its outline changes. Will you wait to see what happens (turn to **80**) or leave the village (turn to **99**)?

187

You continue walking through the forest. Sometime later you come to an old, ruined tower, which rears up through the trees. Ahead of you there is a doorway. Will you enter (turn to **125**), or pass it by (turn to **89**)?

188

You hear an ominous rumbling hum, which rises in an instant to an ear-piercing whine. A strange magical crackl-



the land of changes

ing comes from the stone, and without warning a blaze of energy shoots out of it, frying you to a crisp in an instant.

189

The Fachan's body lies before you. As you watch, it fades away, leaving the club and mantle behind it. You may take these if you wish, then push your way back to the track. Turn to 115.

190

Even as you fumble for your sword, the Mazzamariettu is upon you, its teeth tearing at your throat. Your adventure ends here.

191

You hold the pendant aloft, and the Gwyllion pause. You have cleverly given yourself a chance. *FF: Test your Luck, D&D: Test your Dexterity.* If you make the roll, turn to 3; if not, go instead to 62.

192

Will you leave this terrible tower (turn to 8), or stay here and wait out the storm (go to 53)?

193

"You have wisdom as well as True Sight," the woman says. "For this tooth protects its bearer from any weapon. All else: riches, power, I possess, but not this. I thank you."

She looks at you thoughtfully. "The Mark of Truth is upon you, and there is glory in your eyes. I am the Moss Maiden, and many gifts are mine Two

things I can now grant you, but you must choose between them. Will you have your greatest wish (turn to 183) or your heart's desire (turn to 196)?"

194

The Fachan is plainly confused by your tactics. He dithers for a while, then his temper gets the better of him and he leaps onto the track. Immediately he slumps – the track is draining his energy! You seize your chance and leap to attack him.

FACHAN

*FF: SKILL 4 STAMINA 6
D&D: AC 8, HD 1, HP 6,
Damage 1–3*

If you survive, turn to 5.

195

Your sword is useless against the ghoulish Gwyllion. Your only hope is to run through the clearing and hope you make it. *FF: Test your Luck; D&D: Test your Dexterity.* If you are successful turn to 176; if not, turn instead to 62.

196

"Well-chosen!" the Moss Maiden cries. "I knew your heart was true! I know of a quest greater than any yet accomplished."

You listen enthralled as she tells you of the great mountains surrounding the edge of the world, and how tales tell of the secret of the Universe itself which lies hidden beyond them. She also says that no one has yet found a way across the peaks.

"For they are as high as the stars and none may scale them. But I know the secret of a secret.

"Will you bear it? Before I tell, you must swear to undertake this quest, or else die in the attempt." Will you swear (turn to 126), or hold to your wish to return to the lands of Summer (turn to 7)?

197

Lifting the tattered hide flap which serves as a door, you enter the dwelling. Turn to 86.

198

Where ordinary cabbage leaves hold raindrops, these hold diamonds! You may take some if you wish, and then turn to 146.

199

They are all in brown, with shaggy beards and long hair. They are BROWNIES, little people who despite their size can prove to be doughty and ferocious warriors. There are eight of them. Turn to 85.

200

You tell Gether of the quest laid upon you by the Moss Maiden. He falls silent, thinking deeply, it seems. At last he raises his eyes to yours, and nods.

"Indeed, I think that this knowledge was intended for you," he says. "It is true that no man may scale the mountains of Winter, for they form a wall around the world. But there is a way under them – although what lies beyond I cannot tell. But I do know that he who would travel to the Edge of the World must first seek the Stupa of the Lost Land. And the Lost Land, it is said, lies beyond Winter. If you will go there your road begins here, in the caverns of my kingdom, and I will show you the beginning of it."

He smiles at you, and lays his hand upon your shoulder. "But first, my friend, we must rejoice, and make merry, for today I am delivered, and my realm made free."



The next part of this epic will be published in Warlock in a few months' time. Next Issue we will be presenting an awesome superhero adventure set in the same place as Appointment With F.E.A.R. – Titan City. Up, up and away!!!

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We advise anyone ordering goods through the post to take the necessary precautions to protect themselves as *Warlock* cannot be held responsible for the actions of its advertisers.



LONE WOLF

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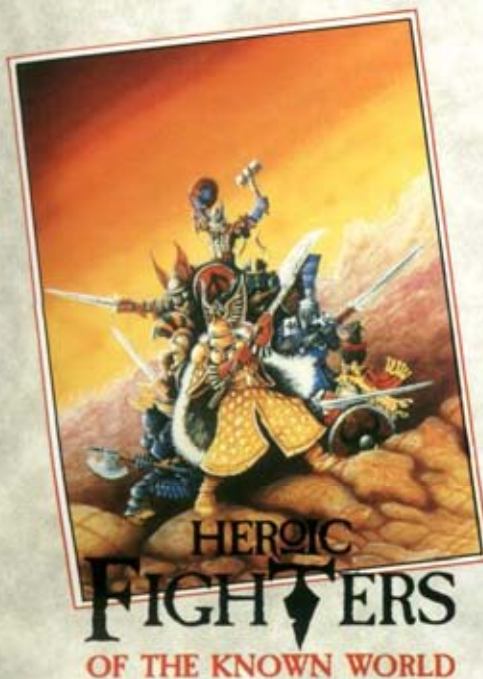
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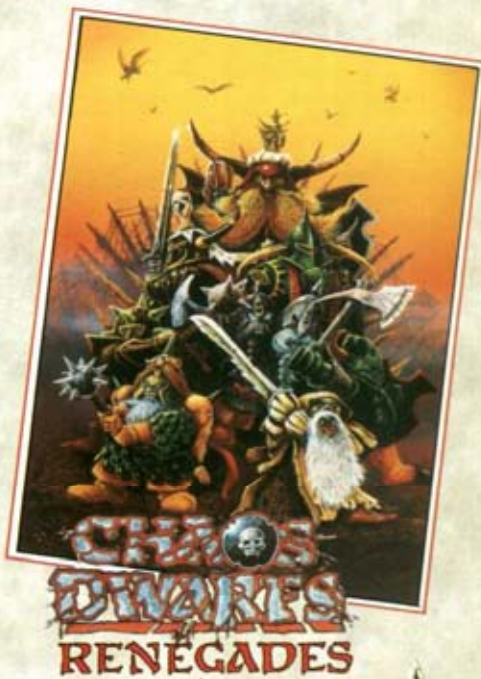
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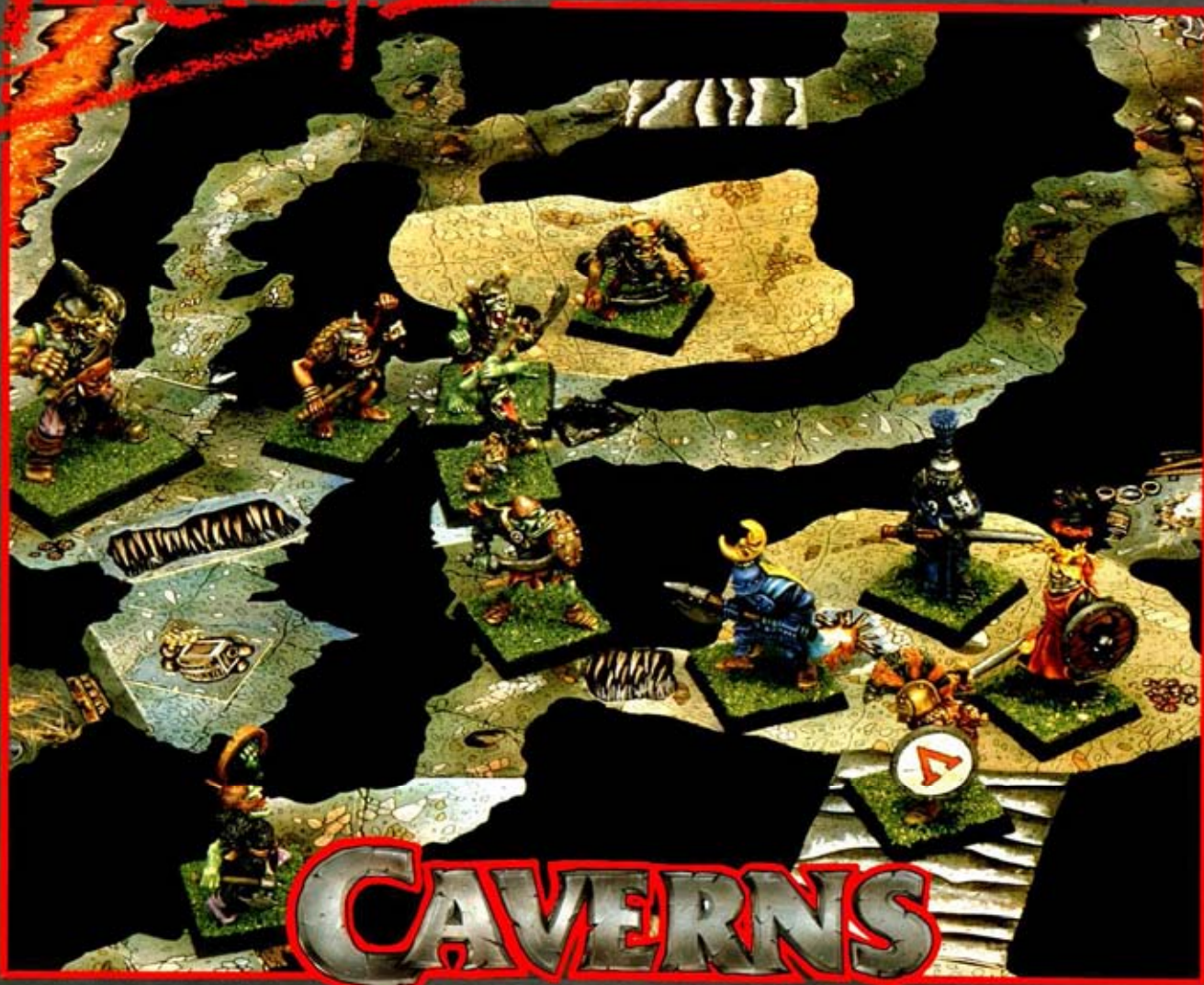
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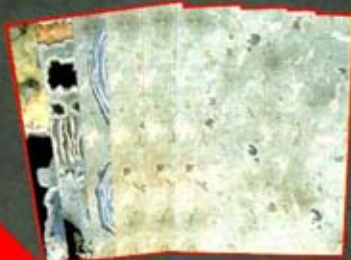
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